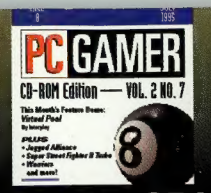
PC GAMER

CD-ROM Edition

The World's Best-Selling PC and CD-ROM Games Magazine



On the CD!

12 major demos

- Virtual Pool
- Buried in Time
- Warriors
- Jagged Alliance
- Necrobius

...and more!

EXCLUSIVE!

THE DIG

Graphic Adventures may never be the same...

The PC Gamer Upgrade Guide

From memory to CPUs, this is how you build the perfect PC

Reviewed & Rated

Tony La Russa Baseball 3
X-COM: Terror From the Deep
Virtual Pool
Jagged Alliance
Ravenloft: Stone Prophet
...and more!

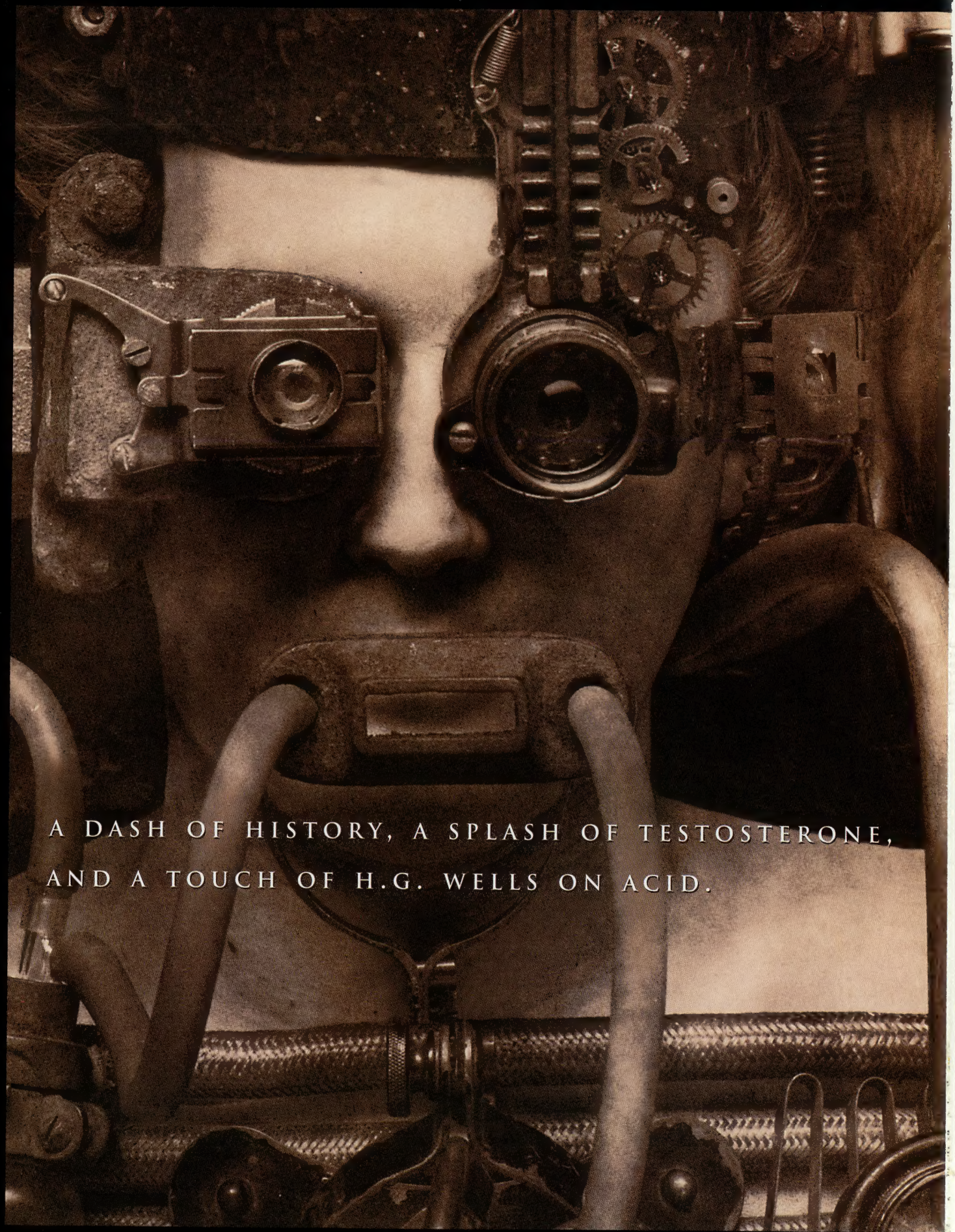
Plus

The 9th Annual Computer Game Developer's Conference

Vol.2 No.7
July 1995
Only $7.95
with CD-ROM



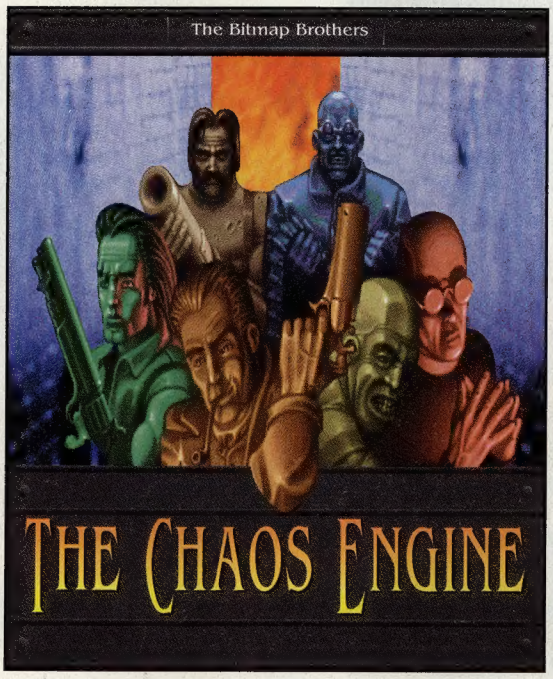
imagine
a new way of publishing


A DASH OF HISTORY, A SPLASH OF TESTOSTERONE,
AND A TOUCH OF H.G. WELLS ON ACID.





Meet the Chaos Engine—a side of merry olde England you'd rather not know. But forget about tea and crumpets and all that jolly rotten stuff. 'Cause this arcade-action style CD-ROM game transforms your PC into a gruesome battlefield of psychotic monsters and ruthless warriors. We're talking armor-plated, razor-toothed killing machines here.



"The best two player game on the PC... a strong contender for the best PC action game of all time."

– *PC Games*

So pick one of six mercenary buddies, stock up on twenty-five deadly weapons and explore four fiendish worlds with 16 levels. But keep an eye peeled for mincemeat-making traps, life-saving power-ups and assorted keys. It's Britain's award-winning designers, the Bitmap Brothers, at their bloody best. God save the Queen? God save your ass.





WarnerActive™

FOR PC AND PC CD-ROM.
CALL 1-800-MY-DEALER FOR THE NEAREST DEALER

©1995 WARNER MUSIC GROUP, WARNERACTIVE™ CHAOS ENGINE
©1995 THE BITMAP BROTHERS

PC GAMER
VOLUME 2 NUMBER 7 • JULY 1995

Features

56 The Dig
It's been a long time in the making, but The Dig is finally on its way — and we've got exclusive, in-depth coverage. You know LucasArts has done some impressive work before, but just wait 'til you see this...





COVER STORY

The Dig



66 Making the Upgrade
With the plunging prices of computer hardware, tech-head Charles Brannon shows that now, more than ever, is the right time for gamers to upgrade their machines. Here are all your options, explained.

73 Beer and Schmoozing in Santa Clara
Amidst the culture shock and hoopla of the Game Developers Conference, William Trotter tracked down today's hottest designers to discuss the future of gaming.



Change is in the wind

I know I've been saying it a lot lately, but the changing attituides about PC gaming really are amazing. When I started covering games, no one really seemed to think of them as important. Computer games were pretty much the exclusive concern of the relatively small group existing fans, and new converts to the hobby were slow to accumulate.

Today, it's common to see sales in the half-million neighborhood. Computers are in a more and more homes, and one of the first questions new computer owners ask is "Where can I get some *games* for this thing?"

It's all very exciting, especially for those of us who've stuck with computer gaming for so long. This year's Computer Game Developers Conference was full of such sentiment, as you'll find out in Bill Trotter's excellent feature, "Beer and Schmoozing in Santa Clara." If you read nothing else this month, don't miss this one; it'll make you smile, for a lot of reasons.

Matt

Scoops!



Your first look at PC gaming's hidden treasures.



28 *Warcraft II*
Will the war between orcs and humans ever end? After our first look at the sequel and the brand new gaming engine, we hope not!

34 *Savage Warriors*
Mindscape's full-fledged assault on fighting games takes you to a savage island filled with head-ripping excitement, bone-crushing opponents and smooth-scrolling graphics.

36 *Primal Rage*
Experience the stunning graphics and world-class fighting action of Primal Rage, as Time Warner prepares to release this arcade juggernaut on the PC.



Reviews

Say goodbye to stringy hair, *PC Gamer* reviews have all the bounce and body you'll ever need!

98 Brett Hull Hockey
108 Clockwerx
105 Daedalus Encouter
120 Extractors
117 Jagged Alliance
102 Jewels of the Oracle
115 Machiavelli the Prince
125 New Horizons
123 Pure Wargame
93 Ravenloft: Stone Prophet
126 Shanghai: Great Moments
110 Slipstream 5000
87 Tony La Russa Baseball 3
90 Virtual Pool
101 X-COM: Terror from the Deep

The Disc Pages



Getting to Know Your Disc
Whether your demo is the one-game floppy or the CD-ROM Edition, just turn the page for all the info you'll need.



4

26

Departments

43 Eyewitness
News, Game Previews, the PC Gamer Playlist, and more.

130 Extended Play by T. Liam McDonald
Along with the usual add-ons, Tom tries out a variety of cheat utilities and shares his findings with the world.

133 The Learning Game by Heidi E.H. Aycock
During her annual spring cleaning Heidi came across a few educational titles that deserve a second look.



137 Lupine Online by Scott Wolf
The Internet is quickly becoming a very trendy place to be, and Scott's concerned that Pop Culture may destroy the native ecosystem.

138 Peripheral Visions by Matt Firme
With a premium driving setup and a new 3D controller firmly in hand, Matt wasn't much help this month. He did the column, though...

141 Alternate Lives by Trent C. Ward
Can real-time roleplaying keep the thrill alive? Trent examines the issue and finds great hope in brave new technology.

142 The Desktop General by William R. Trotter
Fresh from the Game Developers Conference, the DTG gets the low-down on one of the most inventive strategy games of the year.

145 Sim Column by Lee Buchanan
Lee takes a leisurely look at Gone Fishin', then burns some rubber in the latest NASCAR Racing add-on.



146 Tim's Tech Shop by Tim Victor
Tim finally decided to make use of his library card and found a couple of books that can help turn gamers into game designers.

150 Strategy Central
The best source for helpful hints, where and when you need them.

156 Letters
Like a beacon in the night, it attracts lonely travellers...

160 Next Issue
Not just the last page of the magazine. It's your roadmap to the future!

PC Gamer (ISSN-1059-2180) is published monthly by Imagine Publishing, Inc., Suite 210, 1350 Old Bayshore Highway, Burlingame, CA 94010. Second-class postage paid at Burlingame, CA, and additional mailing offices. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: One year (12 issues) US: $89.95. Canada: $103.95. Canadian price includes postage and GST (GST #12822068). Outside US and Canada: Add $2.00 per issue. For customer service, write *PC Gamer* Customer Service Dept., Suite 210, 1350 Old Bayshore Highway, Burlingame, CA 94010. Postmaster please send change of address to *PC Gamer*, Suite 210, 1350 Old Bayshore Highway, Burlingame, CA 94010. Corporate, advertising sales, circulation, editorial and production offices: Suite 210, 1350 Old Bayshore Highway, Burlingame, CA 94010. Phone: (415) 696-1688. FAX: (415) 696-1678. Editorial product information should be addressed to Editor, *PC Gamer*, Suite 210, 1350 Old Bayshore Highway, Burlingame, CA 94010. Overnight delivery parcels should be addressed to *PC Gamer*, Suite 210, 1350 Old Bayshore Highway, Burlingame, CA 94010. Unsolicited manuscripts cannot be returned or acknowledged. Imagine Publishing, Inc., also publishes *Game Players Sega-Nintendo*, *CD-ROM Today: The Magazine of Personal Multimedia*, and *Game Players Encyclopedias* covering Nintendo, Sega, and PC games.

Entire contents copyright 1995, Imagine Publishing, Inc. All rights reserved. Reproduction in whole or in part without permission is prohibited. Game Players, Game Players Guide, and Game Players Encyclopedia are tradenames of Imagine Publishing, Inc. Products named in these pages are tradenames or trademarks of their respective companies. Imagine Publishing, Inc., is not affiliated with the companies or products covered in *PC Gamer*.

Produced in U.S.A.

Bulk Rate
U.S. Postage Paid
South Florida Facility
Permit No. 960

THE CD

INSTALLING • PLAYING • QUICK TIPS

Welcome to the high-flyin', street-fightin', smooth-scrollin', side-hackin' July CD!



We kick off *The CD* this month with *Virtual Pool*, the hot new pool sim from Interplay. This demo is also our July floppy offer — see the box on the next page, and the envelope in these Disc Pages, for more info. And for all the details you'll need to play *Virtual Pool*, turn to page 26.

We also scored a great action title with *Terminal Velocity*, the latest release from those Kings of Shareware, Apogee. This first-person shooter/flight sim looks and feels a lot like *Descent* (featured on our April CD).

We have plenty of Windows fun, too, with four titles guaranteed to add spice to your multi-tasking. Hot fist-fighting action is represented as well, with demos of Mindscape's *Savage Warriors* and GameTek's *Super Street Fighter II Turbo*.

We also have bug patches and cheat utilities. What are cheat utilities, you ask? Check the Extended Play column and read all about 'em. For *Doom* fans, we have several new WADs, and the nifty *Doom Gore* add-on for even bloodier death sequences. And to get you to even more gaming, we have the front ends to the *ImagiNation Network*, *GEnie*, and *PlayNet* (the haven for network *Doom* players).

These *Disc Pages* will get you started and fill you in on what the games are all about and give you requirements, tips and other helpful data. So before you jump blindly into a game, give these pages a quick review. They're here to help you enjoy all the games on *The CD* to their fullest.

Getting Started

The CD Requirements

Minimum Requirements: 386SX; SVGA (640x480x256 colors); VESA driver; mouse

We Recommend: 486DX2/66; Double-speed CD drive

These requirements are for loading *The CD* only. Each game demo will have its own additional requirements — so be sure to read the info for each demo carefully! And for you tech types, please note that *The CD* will perform much faster with Smartdrive loaded.

Quick Start: The CD

If you're familiar with DOS, configuring your system, and all those fun things that make PC gaming such an adventure, getting started couldn't be easier. But if you need a little help, here's what you need to do:

1. Insert *The CD*, and change to your CD-ROM drive by typing D:, where D is the name of your CD drive.
2. Type PCG, and press Enter.
3. You're now in our point-and-click front end, where you can look through the text files and help screens for specific demo requirements. If you have any problems installing a game, proceed to *Manual Installation*.

Manual Installation

In the event our front end for *The CD* does not load or run properly on your system, you can still install each game in one of two ways.

First, we've included a text-based install menu to help you out. To load this menu, insert The CD, and change to your CD-ROM drive by typing D:, where D is the name of your ROM drive. Now type MENU, and press Enter. Then just follow the directions on the screen.

The other method is to look at the Command Box, containing the list of games with their directories and installation commands. To get running with in this manner, first switch to *The CD*, then change to the appropriate directory by typing CD\DIRECTORY, where DIRECTORY is the one listed in the chart next to the game you're trying to install. Once in the appropriate directory, type the Install Command, then press Enter.

***The CD* is manufactured by DISCTRONICS, one of the foremost disc duplicators in America. Before pressing, it is rigorously tested and certified virus-free.**

If Nothing Works...

We cannot provide technical and customer support for problems you may encounter with the many different demos and patches on the *PC Gamer CD*. Should your copy fail to run at all, with error messages that indicate your CD-ROM drive cannot read the disc, return it to the following address for replacement:

PC Gamer
The CD #7 Replacement
1350 Old Bayshore Highway
Suite 210
Burlingame, CA 94010

Please do this within the first two weeks after receiving the *PC Gamer CD*. If you're a subscriber, you don't need to mail us *The CD*, but if you purchased the magazine on the newsstand, please include it. Also, indicate any error message you receive.

Game	Directory	Installation Command
Buried in Time*	\BITSETUP	
Virtual Pool	\VPOOL	INSTVPOO
Warriors	\	INSTALL
Hodj `n' Podj*	\HODJPODJ	SETUP
Necrobius*	\PUNKGRUB	N_BIUS
Machievelli the Prince	\PRINCE	INSTMACH
Super Street Fighter II	\SSFII	INSTALL
Shanghai Great Moments*	\SHGMDEMO	INSTALL
Jagged Alliance	\	INSTALL
Terminal Velocity	\TERMINAL	INSTTERM
Brain Dead 13	\BRAIN13	BDDEMO
BC Racers	\BCRACERS	INSTBCRA
PlayNet	\PLAYNET	APCIDM54
GEnie	\GENIE	SETUP
ImagiNation Network	\IMAGINE	FUN
Doom WADs	\DOOM	
Bug Patches	\PATCHES	
Cheats	\CHEATS	

***Buried in Time, Hodj 'n' Podj, Necrobius,* and *Shanghai: Great Moments* are Windows-based games and must be loaded through Windows.**



How to use the Front End

1 Table of contents. Click on the program you wish to run — your selection will be highlighted.

2 Once a title is selected, this will give a brief description and system requirements for the program.

3 The *PCG* Logo. Click here to return to the welcome screen at any time.

4 The Icons — when highlighted, the following options are available:

INSTALL — Choose this to install the program to your hard drive, and to set up program options.

RUN — Click here to run the game from The CD.

NOTES — Select this icon for more information on each program.

HELP — This icon offers basic information about the user interface.

EXIT — Click on this one, and it's back DOS City.

Free Demos!

Game demos now available 4 ways!

We've made some changes this month, but don't worry — you can still get those game demos you crave! Here's the deal for newsstand buyers: You now have the choice of purchasing either the CD-ROM Edition of *PC Gamer* for $7.95, or *PC Gamer* without a CD-ROM or floppy disk for the new low price of $3.95. *PC Gamer* newsstand buyers and subscribers have the opportunity to get free game demos in several different ways:

1. You can download game demos and other good stuff from our FTP site at *ftp.mediacity.com/pcgamer* on the Internet. You can access this site either via an Internet account or through one of the major online services such as America Online or CompuServe.

2. You can mail us the envelope that's bound in between pages 16 and 17 of this issue. The order form on the envelope gives you four options:

- Get a HD disk (*The Floppy*) mailed directly to you for just $2.95 shipping and handling.
- Get a CD-ROM disc (*The CD*) mailed to you for just $5.95 shipping and handling.
- Subscribe to *PC Gamer* with HD disks for $47.95.
- Subscribe to *PC Gamer* with CD-ROM discs for $47.95.

With all these options, you're sure to find one that's best for you!

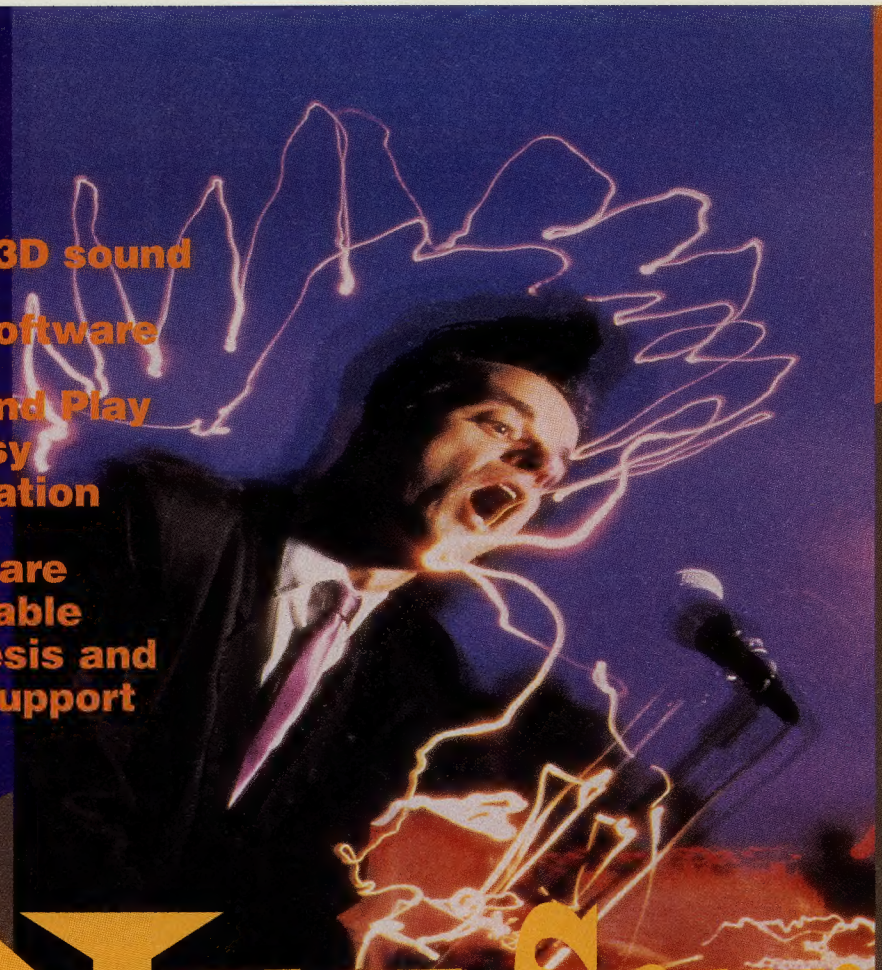
Virtual Pool



Take your best shot with our red-hot demo of this stunning new billiards sim from Interplay.

Company: Interplay
Phone: (800) 969-4263
Release Date: Available now
Category: Pool simulation
Required: 386/25; 4MB RAM; 1MB HD space; VGA; Mouse
Install: \VPOOL\INSTVPOO

For more on *Virtual Pool*, turn to page 26...



- **Great 3D sound**
- **Cool software**
- **Plug and Play for easy installation**
- **Hardware wavetable synthesis and MIDI support**

NuSound PnP

Sound For Today's Computer

Old sound cards can't keep up with today's computer. With the right hardware, you not only hear your programs, you *experience* them. That is *if* you have the right sound card. A *new* sound card...

Orchid Technology's NuSound PnP is sound for today's computer. Plug and play compatible for easy installation. Wavetable synthesis for the hottest sound ever. 18-bit digital to analog converters on the music synthesizer. Spatializer 3D audio for a new sound experience. IDE and Panasonic CD-ROM interfaces (for using your current or brand new CD-ROM drives). Complete games compatibility, and support for all of the leading sound standards for a cool $140.*

High-end audio you can afford

The NuSound is built with an emphasis on high-quality audio. Like your home CD player, we've included hi-fidelity features like 64X oversampling technology, low noise, and increased bandwidth (20Hz to 20KHz). The net result is clean, pristine sound that shimmers at the high end and punches at the low end as it flows out of your speakers.

Complete Plug and Play: Easy Installation and Future Support

Old Sound cards are hard to configure and impossible to install. NuSound supports the Intel Plug and Play specification. You'll never fiddle with jumpers or IRQs again. Plug and Play compatibility means that the NuSound is ready for operating systems like Windows 95.

Experience the new sound of NuSound today. See your dealer or call 1-800-577-0977 for more information!

ORCHID

© Orchid Technology. NuSound is a trademark of Orchid Technology. All trademarks are property of their respective owners. Specifications subject to change.
* $140 is average street price for a NuSound. Orchid Technology, 232 E. Warren Avenue, Fremont, CA 94539, 510-651-2300, Fax 510-651-5612

Product Information Number 132

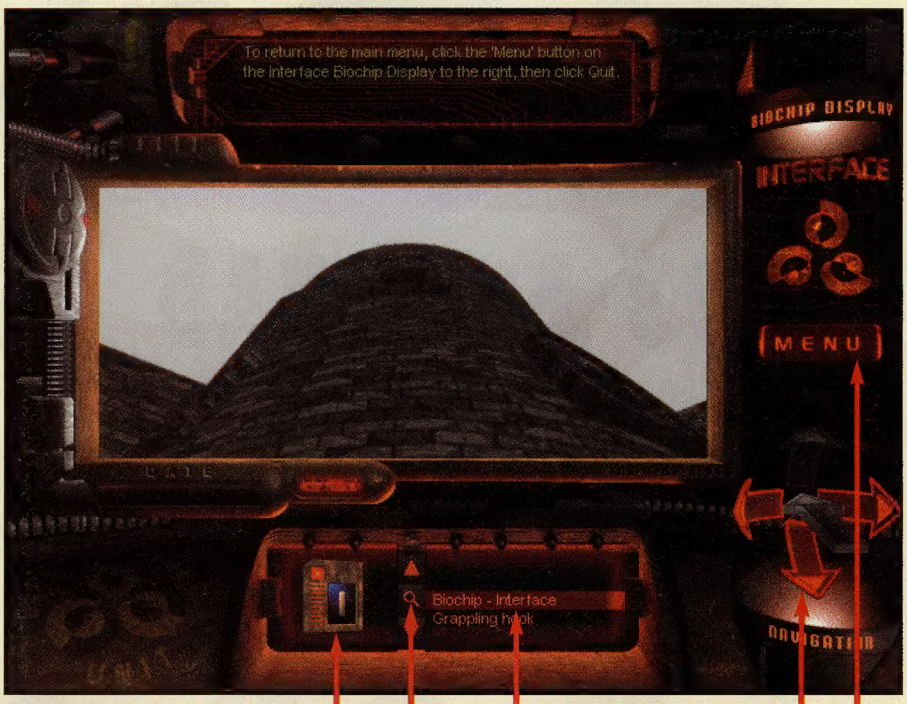
Buried in Time

Company: Sanctuary Woods
Phone: (415) 286-6110
Release Date: Late June
Category: Graphic adventure
Required: 386DX/33; 8MB RAM; SVGA; 4MB Hard-drive space; Windows 3.1 or later
Install: \BIT\BITSETUP

Here's an epic graphic adventure from the makers of *The Journeyman Project*. A time traveler (actually your future self) warns you of a bleak future for mankind, unless *you* take action and do something about it. It would have been nice if you'd remembered to tell yourself what that something is, but such is not the case. So armed with your own time-travel suit, you're set off on a trail of mystery and that leads you through the fourth dimension — time itself.

Our demo lets you visit King Arthur's medieval fortress — and this is the real thing, not just a bunch of locals who like to get dressed up in tights and armor. Click around the move interface and check out the scene. If something can be opened, used, or picked up, the mouse pointer will change into a hand.

There is a blacksmith's shop to visit, with a bellows to pump and hammer to pick up, though the only thing you can really use in this demo is the grappling hook. Walk across the river and toss it up the side of the castle wall, then try to climb up. It's not as easy as it sounds, what with guards tossing very large rocks at you. Crossing the river may throw you off a little. Hint: look down.



Savage Warriors

Company: Mindscape
Phone: (415) 883-5157
Release Date: This summer
Category: Fighting game
Required: 486; 4MB RAM; SVGA; 3MB hard-drive space (minimal installation).
Install: \INSTALL

On a mysterious and savage remote island, a dark fighter known only as the Master has magically gathered the greatest combatants from human history to participate in a rollicking fight. The sole survivor of these matches will face the Master himself — and if successful in defeating him, will gain the title of Universal Champion.

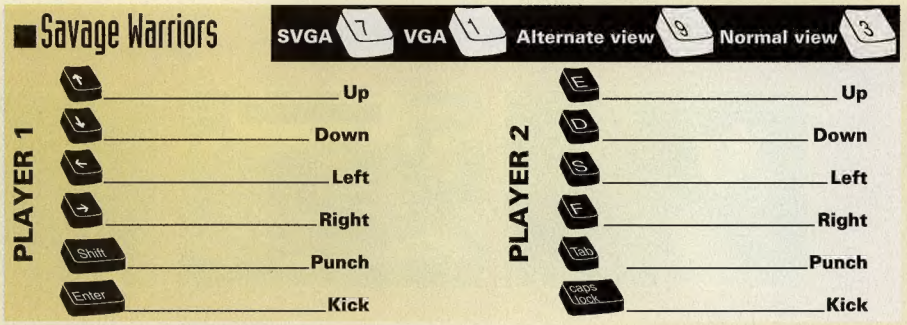
In our demo of this innovative new fighter from Mindscape, you'll play as one of two exciting characters from the upcoming release: a bat-wielding thug named Meatball, and the beautiful-yet-deadly Zia (For more info on *Savage Warriors*, check the Scoop! on page 34).

Before you head for the arena, there are a couple of technical issues you'll want to pay close attention to when running the demo. While the game supports both VGA and SVGA resolution, you'll still need a VESA driver loaded in order to play the game in low-res. Sound card users should also note that the demo only allows for Sound Blaster and 100% compatibles to run a DMA channel of 5. So if you're unsure what DMA channel you're using, or have a different configuration, choose no sound when running the demo.

Once you're up and running, though, getting to the action is as simple as choosing your control method from the options menu (a gamepad is highly recommended) and selecting your desired warrior.



Meatball's not such a tough guy without that bat in his hands, so it's a good strategy to knock it out with a series of high kicks.





6:02 AM –

7:03 AM – HAD TEQUILA

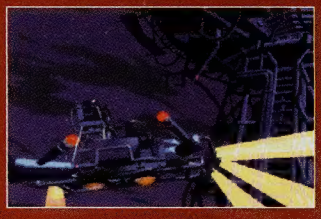
9:31 AM – PUNCHED

12:02 PM –

6:31 PM – KICKED THE

MIDNIGHT – TOOK A RIDE AND






Full Throttle™ and ©1994 LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. The LucasArts logo is a registered trademark of LucasArts Entertainment Company.

WOKE UP IN DUMPSTER.
WITH CORN FLAKES.
OUT THE BARTENDER.
CALLED MOM.
CRAP OUT OF 18 BIKERS.
NEVER LOOKED BACK.



You're Ben. You're on the road. You're indestructible.
And you'll do whatever it takes to clear your name from a bum murder rap.
Like fighting ugly gangs with futuristic bikes and Neolithic weapons.
Running big-rigs off the road at 100 mph. Making people pay.
But that's what happens when you live your life at "Full Throttle."



LUCAS Arts

Your biker adventure awaits you on PC CD-ROM. Call 1-800-STARWARS for availability.

Product Information Number 115

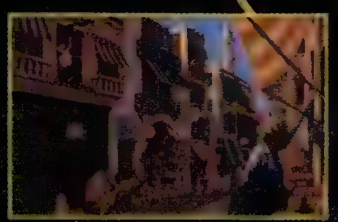
The Scroll

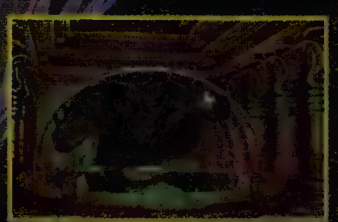
Some Things Are Better Left Dead And Buried.





Its spell petrified a city's populace, cajoled a prince of Ancient Egypt to spread the cult of the dark god, Hyanthotep, and ensured that the blood of the serpent people ran through the veins of all his descendents. Centuries would pass, and it would be buried at the end of a long, lost tunnel in a temple beneath the unsuspecting city of Alexandria. But in 1920, one Yussuf Al Rashid begins to dig a hiding place for his ill-begotten money and unearths the 2,000 year old magical scroll which sets in motion an adventure which begins with death and could finish with the end of the world.





VIC TOKAI INC

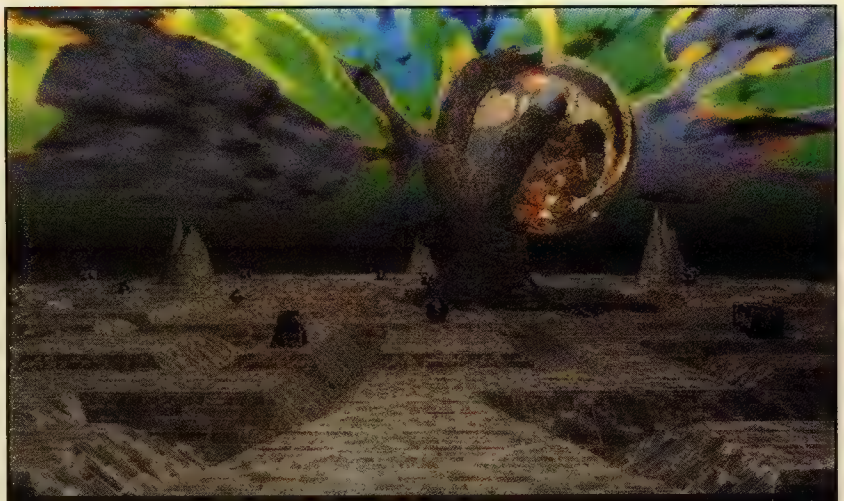
© 1995 Millennium Interactive Limited

Product Information Number 154

22904 Lockness Ave. Torrance, CA 90501

To order directly, call (310)326-8880

PC CD-ROM



Here's the maze of Dr. Necrobius' mind; those small shapes are neural networks. Touching one will allow you to enter a puzzle. Left-click on the bottom box to exit or restart. For a good laugh, click on the load and save options.

Necrobius

Company: MicroProse
Phone: (410) 771-0440
Release Date: End of June
Category: Puzzle game
Required: Windows 3.1; 386; 5MB RAM; Mouse
Install: \PUNKGRUB\N_BIUS

Necrobius is a graphic adventure that explores the mysteries of the mind. It seems a certain professor named Necrobius offed himself when denied a role in a government project to build a sentient, living planet. Not a good decision on the government's part because the whole project was Necrobius's brainchild, and now the data needed to complete the project has gone to the grave with the good doctor.

You've been sent into the doctor's re-animated mind to sort through his thoughts and find the missing info — which, naturally enough, takes the form of books. Of course it'll take a bit of problem solving, especially since it seems the old professor's spirit is strong enough to create safeguards to obstruct your search.

HINT BOX

INVITATION

When you get to this site, a face pops up and begins morphing into different personalities, which you surmise are people Necrobius met while living in New York. The trick is to click on the correct one, and in return receive an invitation. There *are* clues to let you know who to choose; finding them is the hard part.

Once you have the invitation in hand, a head appears speaking gibberish (it's actually talking backward, which is a clue in itself). When you figure out the password he wants, type it in. The rest is easy.

Answers: The correct persona is the "Where did you hide my cigarettes" dude, and the password is Porkchop.

MUSICBOX

Everything centers around a piano, and being able to read music is helpful here. You'll have to play the correct key combination to get the book. The first clue is to face the piano and see which keys are played. If you can replay the ditty, you're in (heck, it's only four notes). If not, there are other clues in the room. Along the walls are stanzas of music. Click on a bar and the notes will play. One of these bars is the answer. In fact, if you start from the beginning and play the whole thing you'll solve it, though it's really only looking for one four-note sequence.

Answers: And those four notes are...GGAB.

Our demo consists of some of the game's trippin' imagery and two tricky puzzles. If you want to get past these puzzles for yourself, don't read the above Hint Box. We give the full answers, so don't read it if you don't want to know!

Super Street Fighter 2 Turbo

Company: GameTek
Phone: (800) 439-3995
Release Date: Available now
Category: Fighting game
Required: 486/25; 4MB RAM; 8MB hard-drive space
Install: \SSFII

Street Fighter 2 Turbo makes it's way from the arcade to the PC in a big way, with all the no-holds-barred fighting that made the coin-op version such a hit. And the best part is you get to sample it on *The CD* without spending any quarters! You'll have two of the classic characters to choose from: the ever-popular Ryu and the self-proclaimed "strongest woman in the world" Chun Li.

What makes this version of *Street Fighter* "Turbo" is the game speed option, which allows you to tailor the action to your particular playing style. If you like a little more time to plan your next move, set it on slow; if you want lightning-fast punches and kicks, set it on fast.

But if you've got a slower machine and find the action is a little sluggish no matter which speed you choose, you can turn the parallax scrolling and background animations off (they're in the options screen) to achieve optimum performance.

And like all good fighting games, *Street Fighter 2 Turbo* comes complete with support for joysticks and gamepads (including a six button gamepad!). But in case you prefer the keyboard, here are the controls you'll need to know. And to get you started we've included the special moves for both characters. So hit the streets and start fighting!

Ryu's Special Moves
Dragon Punch: Right, Down, Lower Right + Punch
Super Combo Move:
Vacuum Fireball: Down, Lower Right, Right, Punch, Punch

Chun Li's Special Moves
Kioken: Left, Right, Punch
Super Combo Move:
1000 Burst Kick: Left, Right, Left, Right, Kick



Watch the power bars in the lower portion of the screen; this indicates when a Super Combo Move can be performed.



Hodj 'n Podj

Company: Virgin
Phone: (714) 883-1999
Release Date: Available now
Category: Puzzle game
Required: 386/33; 4MB RAM; SVGA; Mouse; Windows 3.1
Install: \HODJPODJ\SETUP

The creator of the computer-game classic *Planetfall* invites you to enter the fairy-tale world of Po-Porree, where the young princes, Hodj and Podj, are in search of two of kidnapped princesses. But don't expect *Hodj 'N' Podj* to be your standard adventure game; what sets this tale apart is an inventive approach to Windows gaming that mixes a board-game style quest to rescue the damsels with 19 mini-games based on classic arcade, word, and board games. In the full game, these mini-games can be played as part of the whole adventure or as quick fun anytime you want.

And our game demo lets you sample five of these exciting mini-games; the classic drinking game Peggleboz, two challenging word games (Cryptograms and Riddles), the eye-teasing puzzle game Art Parts, and the danger-filled dungeons of Maze 'O Doom.

Because this is a Windows-based title, you'll have access to a help file for each game, as well as complete rules and customizable options. There's even a sneak peek at the other games available in *Hodj 'N' Podj*, and some good humored-marketing hype.

HINT BOX

For the ultimate challenge with the *Hodj 'N' Podj* demo, use the options menu to configure the Art Parts screen for the maximum number of blocks across and down, then set the timer for 10:00. The entire *PC Gamer* staff gave it a valiant try, but the only one to succeed in beating the clock was master-painter Firme.



Our favorite game of the *Hodj 'N' Podj* demo is certainly Peggleboz. While this drinking game had us stumped at first, once we got our livers working again, we were able to beat it on a 15 second time limit!

Machiavelli the Prince

Company: MicroProse
Phone: (410) 771-0440
Release Date: Available now
Category: Economic simulation
Required: 386/16; 4MB RAM; SVGA; 5.5 hard-drive space
Install: \PRINCE

Bribe government officials, run for the papacy, and obtain wonderful treasures of the world in MicroProse's latest high-seas trading simulation, *Machiavelli the Prince*.

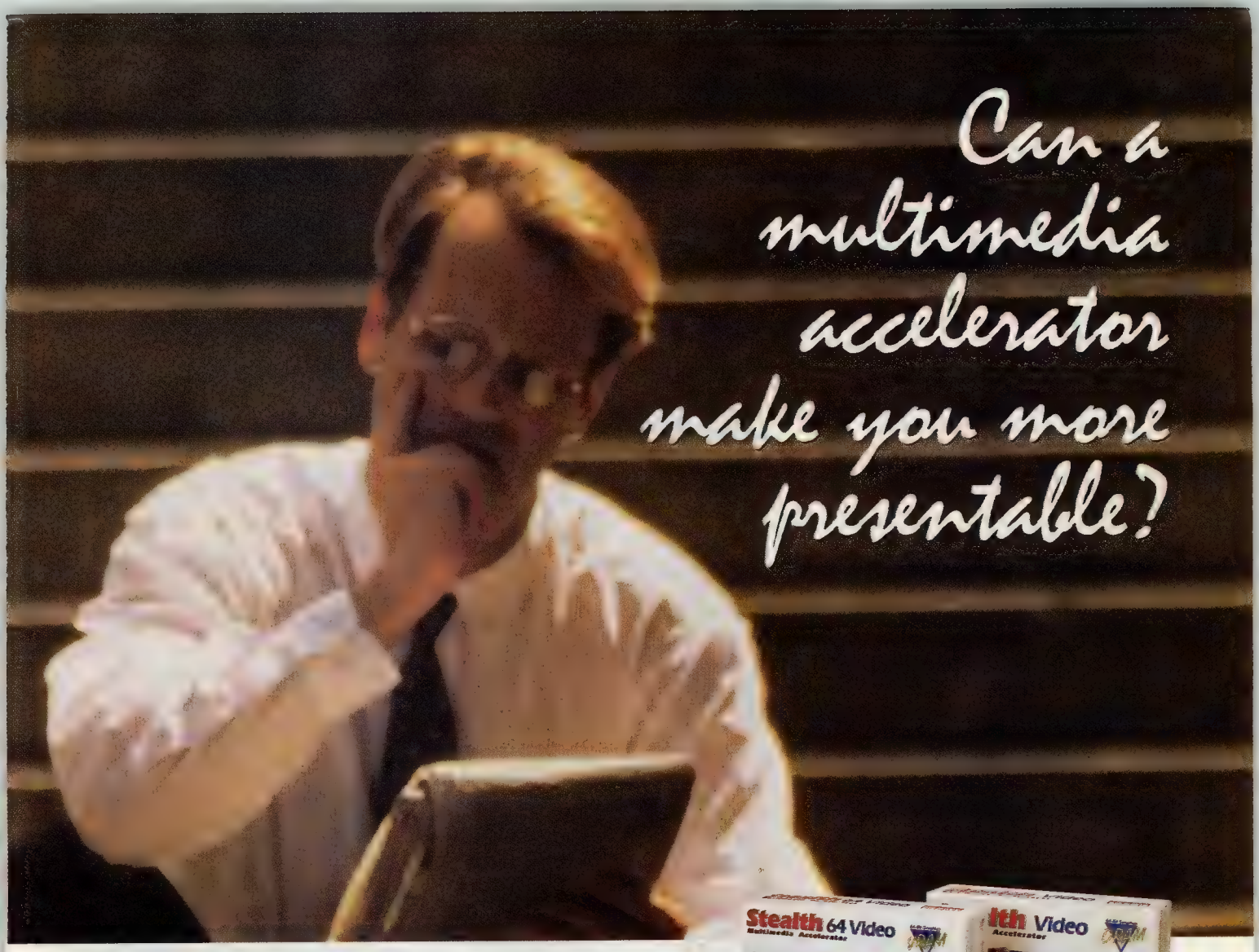
Set in the 14th century, *Machiavelli* casts you as a young Italian nobleman with only a few meager ships and modest wealth, racing against three rivals for control of the world's shipping lanes.

Though some of the features from the full game are disabled in this demo, you'll find there's plenty of challenge ahead. And you'll need to make the most of your journeys, because you only have 15 turns and 15 move points for each of your ships to establish those important trade routes.

While the nearest ports don't always offer a wide variety of goods, they can prove a good source for supplies, and you'll be able to get the needed funds for bribing unfriendly officials at more desireable locations.

Machiavelli uses a mouse interface for plotting your course, buying/selling items, and accessing menus — but take a close look at our pullout of the controls because some of the commands in the demo don't display their respective action commands.







You're on, and it's all up to you. No time for presenting anything but the Stealth 64 Video Series, from Diamond. Delivering true multimedia acceleration. With both blazing fast graphics and full-screen, full-motion video that will carry you to the pinnacle of your performance. Because there's only one way to deliver your ideas – with true visual impact. Starting with 16.7 million colors, photo-realistic images and fast, up to120Hz, flicker-free refresh rates. The Stealth 64 Video Series provides TV-quality playback in scaleable, full-screen video, including software MPEG, that will put your thoughts in motion.

Software Drivers Included

Windows 3.1	Windows for Workgroups 3.11
Windows NT 3.5	AutoShade 2.0
AutoCAD 10-386-13	IBM OS/2 Warp
3D Studio r1–r4	And More...
MicroStation 5	

Video CODECs Supported

Software MPEG	Cinepak
Video CD Playback	Indeo 3.2
CD-I Video Playback	MS Video 1

Hardware MPEG available for Stealth 64 Video VRAM

	Stealth 64 Video VRAM	Stealth Video
Controller:	S3 Vision 968	S3 Vision 868
Vertical Refresh:	To 120Hz	To 120Hz
Max. Res:	1600 x 1200	1280 x 1024
Memory:	2MB (up to 4MB) VRAM	1MB (up to 2MB) DRAM

Plus if you need professional quality MPEG, or live video input, the Stealth 64 Video VRAM gives you the option to upgrade to our daughter card, the Motion Video Player.

The Stealth 64 Video Series comes bundled with CorelDRAW!™ 4.0 CD – the leading graphics application – plus 3D F/X,™ a 3D animation software, and Digital Video Producer,™ a digital video editing program, from Asymetrix.* Diamond InControl Tools for Windows makes it easy to set up and optimize your performance. Diamond also provides a five-year parts and labor warranty, 24-hour fax-back, and convenient on-line support services. Giving you the confidence to put your image on the line. Anytime. For more information contact your local dealer or call Diamond at **1-800-4-MULTIMEDIA** today.



Complete Multimedia Desktop Control With InControl Tools Software

Multimedia acceleration without compromise. Would you present it any other way?

DIAMOND MULTIMEDIA

24-Hour Fax-Back: 1-800-380-0030 ◆ Internet: www.diamondmm.com

* CorelDRAW 4.0 CD & Asymetrix software all bundled in retail version only. ©1995 Diamond Multimedia Systems, Inc., 2880 Junction Avenue, San Jose, CA 95134-1922. All trademarks and registered trademarks are the property of their respective holders.

COMPUSA · COMPUTER CITY · MICRO CENTER · ELEK-TEK · Fry's ELECTRONICS · FUTURE SHOP · CDW · EGGHEAD SOFTWARE · the good guys!

Product Information Number 97

Jagged Alliance

Company: Sir-Tech
Phone: (315) 393-6633
Release Date: Available now
Category: Combat sim
Required: 486/33; 4MB RAM; 4MB hard-drive space; VGA; mouse
Install: \ROOT\INSTALL

After a long time in development, Sir-tech's squad-level strategy/adventure *Jagged Alliance* has finally made its debut. And with our demo, you get the chance to play around with the game's clever combat system by tossing grenades, shooting, stabbing, and all the other fun things mercenaries get to do. You can check out the whole story in the review on page 117 of this issue.

Upon installing the game, a menu allows you to select a card for digital sound and music, and gives you the choice of turning subtitles on or off. Once these settings are saved, you're ready for action. If you need to get back to the configuration menu, type SETSOUND.

In the full game, you must overtake the island of Metavira. There are 60 sectors of the island; our demo consists of just one of these sectors.

When the demo starts, you're in charge of six mercs, each with different skills, weapons, and attributes. Some are better marksmen, demolitions experts, medics, etc. They're standing exposed in the middle of an island, so your first task will be to find some cover. The action is turn based, with every shot, step, or move governed by action points.

You'll want to gather goodies dropped by enemies, especially keys or lock-picking tools. There's also a bridge you must cross, but it leaves you exposed to enemy fire; take out as many bad guys as possible before rushing it. When all the enemies are dead you've completed your task, though you still have the option to explore the sector for any hidden goodies.

MOUSE MOVEMENTS

To select merc—Left click on merc or press F1-F8
To move—Double click on desired location.
To sneak—Hold down SHIFT during normal move.
To back up—Hold down ALT during normal move.
To crouch—Hold down ALT and left click with cursor over merc
To look in a particular direction—Hold right button down & left click
To search—Place cursor over area and left click or hold down the CTRL key.
To determine who's who—Move the cursor over a member
To move all at once (non-combat/enemy are dead)—Hold down left button on destination + right click
To fire weapon (a four-click sequence)
1. Right click activates weapon in right hand.
2. Left click selects spot to shoot or use item.
3. Right clicking again will increase accuracy at the cost of additional move points.
4. Left click again will shoot or use item.

There are a lot of different controls to master, and often more than one way to do most actions. The easiest way is to learn the mouse movement commands, and how to fire with the greatest degree of accuracy. Mercs will only use what's in their right hand.

Jagged Alliance

- **P** — Pause
- **esc** — Cancel
- **Alt** + **X** — Exit game
- **F1** – **F8** — Selecting Mercs (selects next)
- **F9** — Show enemies selected by merc (locates next)
- **O** or **F10** — Options Menu
- **I** — Inventory of selected merc
- **S** — All Merc stats
- **D** — Done (in combat)

The Main Combat Screen



"ANGELS ZERO"

Bred for ultra-low level strike missions, the Harrier revolutionized the gritty business of ground attack.

Capable of Vertical Take Off and Landings, this unique aircraft can go anywhere and destroy anything. Explore VTOL technology in the expansion disk to the ground-breaking U.S. Navy Fighters™.



JUMP JETS: Explore the highly realistic VTOL flight models of the AV-8B Harrier II, FRS.Mk 2 Sea Harrier, and the Yak-141 Freestyle.



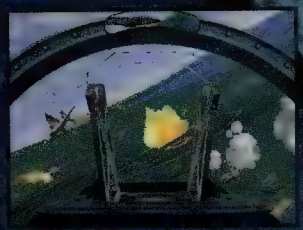
SPOOL UP: Launch your Harriers off the deck of the Navy's new amphibious assault ship U.S.S. Wasp.



ISLAND HOPPING: 35 all new missions as you seek to retake Japan's Kuril Islands from elite Russian air and sea forces.



OPEN UP: Deal out destruction with AC-130E Spectres, SNAKEYE bombs, 30mm guns and rapid fire rocket pods.



DOWN IN THE WEEDS: View a fully texture-mapped environment based on actual satellite and aerial photography.

©1998 Electronic Arts. All rights reserved. Air Combat Series, U.S. Navy Fighters, and U.S. Marine Fighters are trademarks of Electronic Arts.

Critical Acclaim for U.S. Navy Fighters

Computer Gaming World: ★★★★½ / ★★★★★

PC Gamer: 91% Rating

MARINE FIGHTERS

U.S. NAVY FIGHTERS EXPANSION DISK

ELECTRONIC ARTS®

COMBAT SERIES AIR

REQUIRES U.S. NAVY FIGHTERS

Product Information Number 100



You're in command. Living the epic tank battles of World War II Europe. With ***1944 Across the Rhine***™ fight a single battle or a decisive campaign. Lead a single platoon, company or an entire battalion. Climb into the turret of your own tank and get closer to the action. You make every decision. It's tank warfare so realistic, you can almost smell the smoke.



MICROPROSE®

For IBM®-PC & Compatibles on CD-ROM. 1-800-879-PLAY. http://www.microprose.com

©1995 MicroProse Software, Inc. All rights reserved.

Product Information Number 123

Shanghai: Great Moments

Company: Activision
Phone: (310) 473-9200
Release Date: Available now
Category: Puzzle game
Required: Windows 3.1; 486/33; 8MB RAM; Double-speed CD-ROM; 12MB hard-drive space
Install: \SHGMDEMO

Activision brings the centuries-old Chinese tile-matching game Shanghai into the 21st century with the wonderful multimedia adaptation *Shanghai: Great Moments*. Featuring numerous variations on the game as well as tips and a complete history of Shanghai presented in the form of full-motion-video with actress Rosalind Chao (*Joy Luck Club; Star Trek:TNG & DS9*), this could well be the ultimate translation of this very addictive pastime.

Our demo features the Classic tile set, and the fast-paced variation on Shanghai called Action Shanghai. The rules for playing the game are simple — just match two tiles that aren't surrounded on either the right or the left until you run out of tiles. While there's only one pattern set included in the demo, you'll find it's not easy making those matches once the "action" part comes in. You see, every few seconds a piece is added to the set making clearing all those tiles a difficult task.

And in case you get stuck, help is never far behind, you can alleviate your frustrations by pressing the F5 key to reveal the next match.



Easy to play and difficult to master, this game, which is many centuries old, is the perfect thing to pass your time during those boring spreadsheet sessions.

TRY THIS!

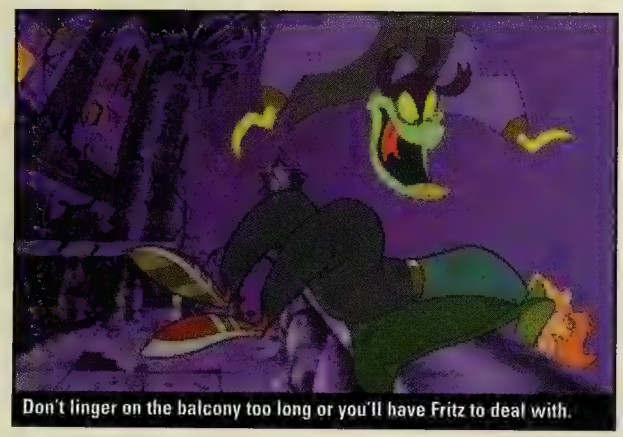
Once you've solved the puzzle, turn the game into a timed challenge of your memory skills! By exercising our superior memories, we were able to beat *Shanghai: Great Moments* in a minute flat!

Brain Dead 13

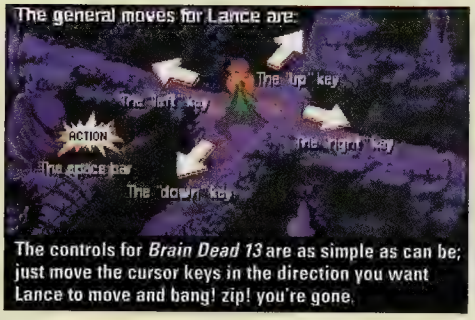
Company: Readysoft
Phone: (905) 475-4801
Release Date: Available now
Category: Cartoon adventure
Required: 386; 4MB RAM; VGA
Install: \BRAIN13\BDDEMO

Remember those classic LaserDisc arcade games from the early '80s? Well, our demo of *Brain Dead 13* might just bring back a few warm memories of when the arcade machines ruled the world and tickled your funnybone at the same time. *Brain Dead* has the same inventive animation techniques and slapstick humor that made *Dragon's Lair* such a popular novelty.

In *Brain Dead 13* you'll play as Lance Galahad, a young computer whiz who's called late one night to fix a simple computer problem in a creepy mansion. But Lance soon discovers this computer contains the mind of a very sinister scientist who's determined to rule the world through his network of super-computers. As you begin the demo, you'll need to find your way through a maze of hedges and turn off the network adapter. But finding the right path through the maze isn't as easy as it seems because those hedges contain a number of well-disguised booby-traps, and the scientist's dim-witted assistant Fritz is always hot on your trail.


Don't linger on the balcony too long or you'll have Fritz to deal with.

Even if you take the wrong path and end up getting killed, don't worry; you have an infinite number of lives, so just try again, But if you find you're having trouble and want to see the conclusion of the demo, the How to Play the Game Menu offers a complete solution to the hedgerow maze.



The controls for *Brain Dead 13* are as simple as can be; just move the cursor keys in the direction you want Lance to move and bang! zip! you're gone.

And once you've solved the puzzle, you'll also be able to take a look at two self-running demos of the games that started the LaserDisc craze — *Dragon's Lair* and *Space Ace*.

HINT BOX

When making your way through the hedgerow maze, listen for the tone change in the music. When it goes up in pitch, you know you're at a decision point where you can move. If it goes down in pitch, you'll need to wait (keep pressing the keys) until you hear the tone go up again.

It's time to JAM!™





NO VAPOR
in a box—
Just a SYSTEM that SHOCKS

NO SHAREWARE bender—
Just an F-14 FLEET DEFENDER



1994 AWARDS

Computer Game Review
Golden Triad Award
INDY CAR RACING

Software Publisher Association
CODIE Award Best Sports Program
INDY CAR RACING

Computer Game Review
Military SIM of the Year
PANZER GENERAL

PC Gamer Award
Best Adventure Game
SYSTEM SHOCK

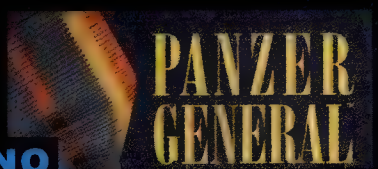
PC Gamer
Award for Best Wargame
PANZER GENERAL

PC Gamer
Editor's Choice Award
F-14 FLEET DEFENDER

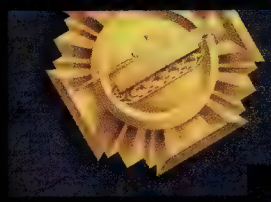
Game Bytes
Award of Distinction
F-14 FLEET DEFENDER

Game Bytes
Best Sports Simulation
INDY CAR

Compute
Best Sports Game
INDY CAR



NO PRIMADONNA dancer—



just a butt-kickin' PANZER



NO HYPE in your face—



just a wild INDY CAR chase

The JAM PAK™
4 HOT Titles
for One Cool Price

CARBELA TEK®
1210 San Mateo Dr.
South San Francisco, CA 94080
Phone 415•873•6484
FAX 415•873•6486

MADE IN USA © 1995 CARBELA TEK, INC. ALL RIGHTS RESERVED. CARBELA TEK AND THE CARBELA TEK LOGO ARE REGISTERED TRADEMARKS OF CARBELA TEK, INC. JAM PAK™ IS A REGISTERED TRADEMARK OF CARBELA TEK, INC. ANY OTHER COPYRIGHTS OR TRADEMARKS ARE THE PROPERTY OF THEIR RESPECTIVE COMPANIES.

Product Information Number 92

BC Racers

Company: US Gold
Phone: (415) 693-0297
Release Date: Available now
Category: Arcade
Required: 386/16; 4MB RAM; 5.5 hard-drive space
Install: \BCRACERS\INSTBCRA

If you've been looking for a new twist on fast racetrack action take a look at our demo of the Stone Age racing game *BC Racers*. This fun title from US Gold details early man's quest for speed in a time when our modern day fossil fuels still roamed the earth.

The Looney Toons-style animation of *BC Racers* sets a hilarious tone as you take to the track on a prehistoric motorcycle made from (what else?) sticks and stones. The full game features ten drivers to choose from and over 30 tracks. In our demo you'll have your choice of two pretty outrageous characters to do battle against club-wielding cavemen, man-eating dinosaurs and saber-tooth cats on two challenging tracks. And without proper paving equipment, you'll find these tracks come complete with plenty of bump, twists, and turns — as well some great high-flying jumping action.

To race on the second track you'll need to place at least 7th in the first heat, so take a close look at the controls and be ready on the turbo button. And if your opponents get a little too close, you can have your sidecar passenger issue a few stunning blows to help get them out of the way.

There shouldn't be any trouble getting those bikes under control, with full support for keyboard, joystick, and mouse. And for slower machines, the game backgrounds can be detailed down by pressing the pause key then using the appropriate function key (see control box).



The first track may look easy, but look out for those big bushes and monkey-creatures!

BC Racers

Q	Accelerate
A	Brake
>	Right
<	Left
tab	Punch Right
Spacebar	Nitro
Pause	Pause
F1	High Detail
F2	Low Detail
F3	Short Range Objects
F4	Medium Range Objects
F5	Long Range Objects

TRY THIS!

Once you've won the pole on both tracks, you can find new challenges by trying to hit all the trackside spectators before the race is over. It may not be very civilized, but you're just a simple caveman, so enjoy your primitive life and knock 'em down!



The second track in the demo is a throwback to the Ice Age, so keep a soft touch on the brakes when crossing the frozen ponds or blasting through the snow. With our tips, you may just make your way to the checkered flag.



Product Information Number 147

Terminal Velocity

Company: 3D Realms Entertainment
Phone: (214) 278-5655
Release Date: July
Category: Action shooter
Required: 486/33; 4MB RAM; 10MB hard-drive space
Install: \TERMINAL\INSTTERM

In the distant future, the people of Earth have journeyed beyond the edges of the Milky Way and have met many strange and often violent species. Yet under the watchful eye of the Alliance of Space-Faring Alien Races, Earth has been able to enjoy years of peaceful co-existence with species throughout the galaxy. But now Earth finds itself under attack from these former friends and is on the verge of collapse. Armed with a state-of-the-art fighter-craft, your task is to break through enemy perimeter defenses and discover what's behind Earth's sudden unpopularity.

Nine challenging missions on three separate worlds await in this demo, with a variety of weapons to test your bogey-busting abilities on a host of airborne enemies and ground-based threats. You'll also find plenty of power-ups, weapons and secret mines to help even the odds against the superior forces.

The demo also includes modem and network options to allow you and your friends to fight for the safety of Earth cooperatively, or against each other over the planet of your choice.

If you find the action a little sluggish once you're up and running, you can tailor the detail levels or adjust the screen size for maximum performance.

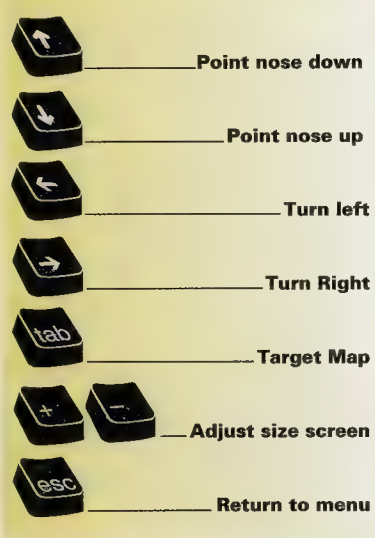
On a technical note, we have heard from Apogee that there's a memory related problem with v1.0 of *Terminal Velocity* that may affect players running with 4MB RAM and can even crash systems with 8 or more MBs if there are several drivers and/or large caches running. If you encounter a problem like this, you may want to reboot your system using a boot disk that doesn't include these drivers.

And in case this doesn't work, we'll be running an updated version of *Terminal Velocity* in August on *The CD* that takes care of this problem.

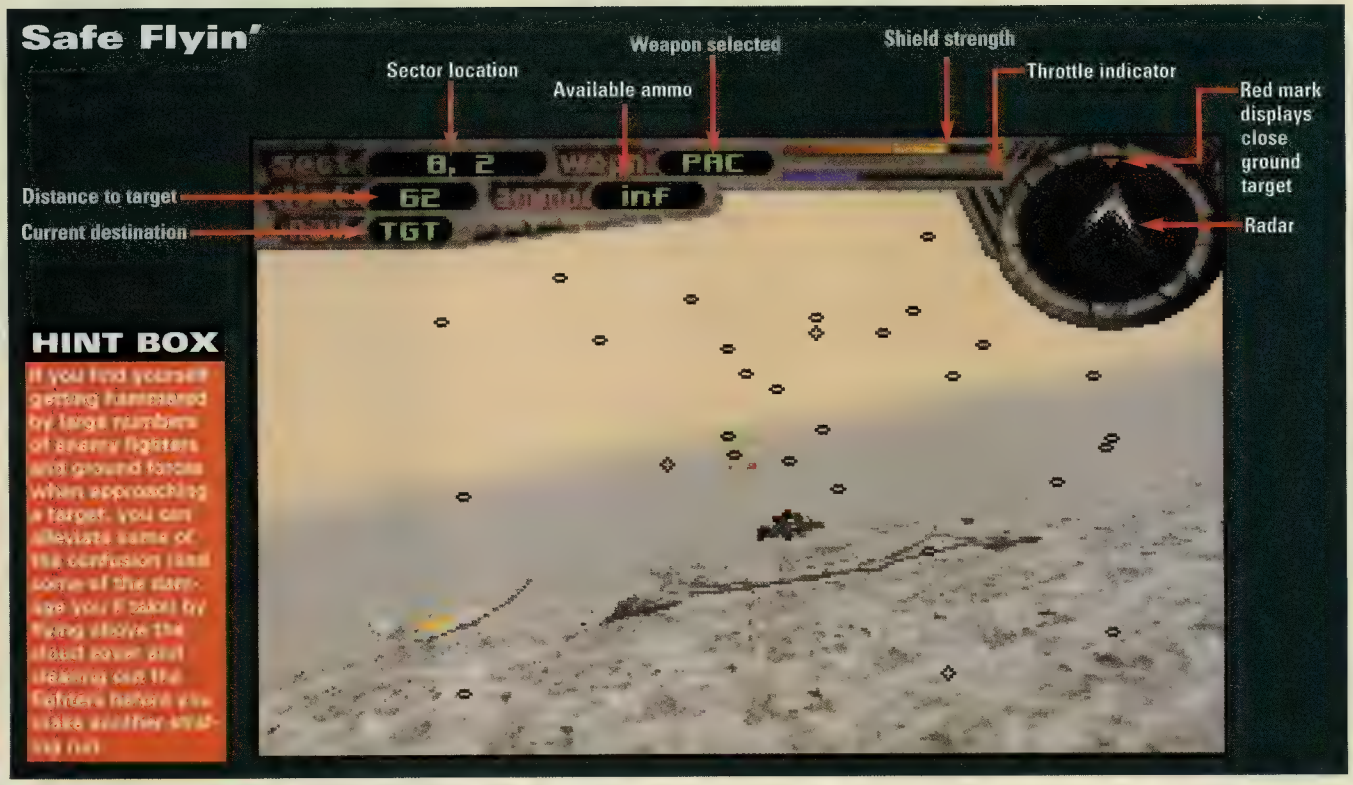


Find the entrance to the mines and you'll be able to get your hands on a few afterburner and shield restoring powerups.

Terminal Velocity



Safe Flyin'



HINT BOX

If you find yourself getting hammered by large numbers of enemy fighters and ground forces when approaching a target, you can alleviate some of the confusion (and some of the damage you'll take) by flying above the cloud cover and blasting the fighters before you make another attack run.

EVEN SPOCK WOULD BE NERVOUS.



COMING THIS SUMMER!

DOMARK

Ask for Absolute Zero at your local software retailer or call us direct at **1-800-695-GAME**.





CD-ROM

ORIGIN OTHER GAMES

ARE FLOPPIES

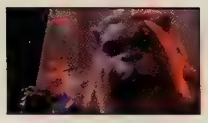


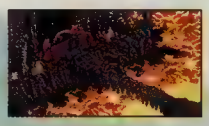


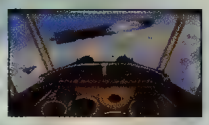


AVAILABLE AT A SOFTWARE RETAILER NEAR YOU, OR CALL 1-800-245-4525 FOR MORE INFORMATION.

Let's face it — putting a truly great game on a floppy disk is like trying to play professional football in a bathtub: you really need more room. That's why the designers at ORIGIN are excited about creating CD-ROM games. Finally, we can roll up our sleeves and weave magic. • You want impossibly awesome graphics? Watch our fully detailed art blow you away. Hunt down the meanest aliens in dozens of different galaxies — without having to guess at what they really look like. • You're wired for sound, aren't you? Then you should expect all your adventures to have it! We have dynamic, orchestral sound-tracks so phenomenal you'll wonder where we've hidden the conductor. • Of course, for everything you gain, you've got to lose something. With a CD-ROM game, what you lose is the hassle. Forget about corrupt disks, too little hard drive space or making back-up copies. It's ancient history. Finally you can pop in a game worthy of the system you bought for it. ORIGIN creates worlds to take on the multi-media challenge. Now it's up to you to conquer them.


WING COMMANDER® III


ULTIMA® VIII


WINGS OF GLORY™


SYSTEM SHOCK™


ARMADA™

ORIGIN We create worlds®

An Electronic Arts® Company

ORIGIN NOW CREATES WORLDS ON CD

Origin, Ultima, We create worlds and Wing Commander are registered trademarks of ORIGIN Systems, Inc. Pagan, System Shock, Armada and Wings of Glory are trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts.

Product Information Number 134

Doom WADs & Bug Patches

As always we've included these files for those who either can't get enough *Doom* — and there are a lot of you out there — or can't get enough from those games that you've spent your hard-earned money on.

For more original *Doom* excitement, check out our selection of the best in user-created environments where you can blast your friends in strange new worlds. For more information on our latest offerings, you can get complete descriptions of the *Doom* WADs from the *PC Gamer* front end on the CD.

Installation of these files is covered by the accompanying text files, so you shouldn't have any problems — though you will need to leave our front end, change to the DOOM directory, then switch to the appropriate subdirectory to install of your hard drive.

Because we can't ensure that these will work for every system, we advise you that you use these products at your own risk.

For getting the most out of other games or just fixing a known problem, check the patch and bug-fix files. These files are either in .ZIP format or self-extracting files. In order to use the .ZIP files you *will* need PKUNZIP for them to work. There is also a text file for the bug patches accessed from *The CD* front end that gives a description of each patch's specific function.



If you are still hunkerin' to kill some of those ugly *Doom* monsters, check out our Doom WADs on *The CD*.

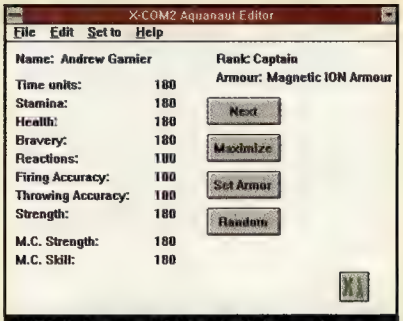
Cheats File

Tired of having those aliens get the best of you in *X-COM*? Want access to the Imperial arsenal in *TIE Fighter*? Maybe you wish there was something, anything, that would allow you to break into the code and give your characters the weapons and abilities that they so desperately need. Well, take a look at these shareware cheat utilities that our esteemed columnist Tom McDonald found (see the "Extended Play" column on page 130 for details) that will allow you to modify the games you have been playing to make them suit your playing style for new gaming confidence.

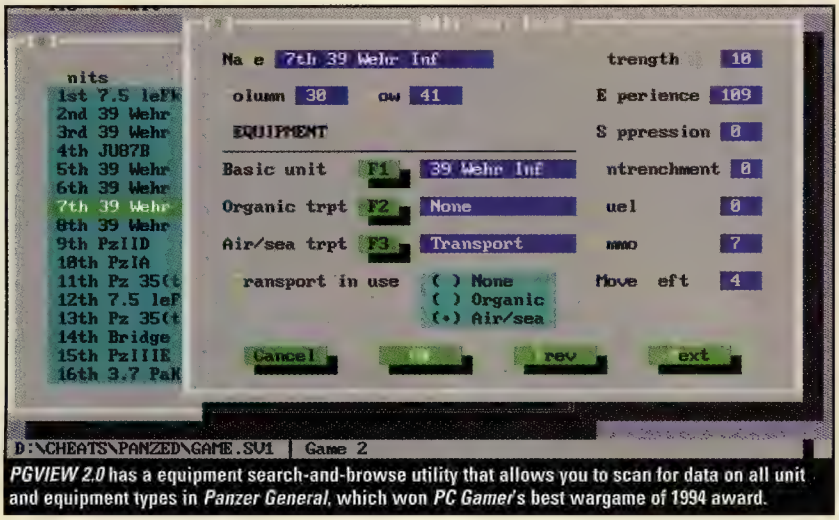
These utilities have been included on *The CD* in two formats: .ZIP and uncompressed files. To use the .ZIP files, you'll need PKUNZIP to extract the files from the CD. You will need to leave the *PC Gamer* front end and go to a DOS prompt and switch to the \CHEATS directory in order to copy and extract these files. Once extracted each utility has an included .TXT or READ.ME file included to provide complete instructions for installing and utilizing each.

But if you don't have PKUNZIP, just copy the extracted files from the appropriate \CHEAT subdirectory (see list below). You will need the original version of the game you want to edit, and because most of these programs are designed to alter files in your game, we definitely recommend that before you begin making changes, back up your original files. And we can't guarantee these will work on every system, so use these utilities at your own risk.

Here's the directory information on where to find the uncompressed utilities files. They are all located off of the CHEAT directory on *The CD*.



XCOM2: Aquanaut Editor for Windows has a clean interface that makes changing a person's stats incredibly easy.



PGVIEW 2.0 has a equipment search-and-browse utility that allows you to scan for data on all unit and equipment types in *Panzer General*, which won *PC Gamer*'s best wargame of 1994 award.

\PANZEDIT*Panzer General Save File Editor 2.0*

\PGVW2*PGVIEW 2.0*

\XCMALT*XCOM Soldier Attribute Customizer 1.01*

\XCOM2*XCOM2: Aquanaut Editor For Windows*

\WAREDIT*Waredit*

\TME*TIE Fighter Trainer*

\TIEM*TIE Fighter Mission Editor*



You can tee off across the water by yourself or with some of your friends on the *ImagiNation Network*.

Imagi-Nation Network

ImagiNation Network
Phone: (800) IMAGIN1
Required: 15MB HD space
Install: D: \IMAGINE\FUN.BAT

If you're looking for an online service that's devoted to having fun, then check out the *ImagiNation Network*. Where most services have bland screen after screen of indecipherable jargon, or at best glitzy colors with the same mindnumbing jargon, *ImagiNation* offers an entirely different interface — a town motif where the various utilities and services are couched in a friendly, familiar surroundings. The friendliness even extends to your own online persona, a graphic representation of you that you can customize to show people what you're really like.

E-mail, conferences, entertainment areas, and the promise of future on-ramps to the Info Autobahn make *ImagiNation* a viable alternative to millions who don't really want to know the ins and outs of ZModem and Wildcat, or learn the lexicon of the Internet...at least not yet. Install *ImagiNation* and get all the info on how to get online.

After you install *ImagiNation*, type INN at the DOS prompt and you'll go to the sign-on screens. Because the *ImagiNation Network* ain't free, here are the various user plans and the rates that we received by time of publication.

Welcome Plan	**$9.95/month** **5 hours/month**
10 Plan	**$19.95/month** **10 hours/month**
15 Plan	**$29.95/month**
25 Plan	**$49.95/month**
50 Plan	**$99.95/month**
Platinum	**$99.00/month** **50 hours/month**

GEnie for Windows

with Cyberstrike and SVGA Air Warrior

GEnie
Phone: (800) 638-9636
Required: Windows 3.1; 4MB HD space
Install: D: \GENIE\INSTGENI

For our readers who prefer human opponents over some programmer's idea of artificial intelligence, you'll want to check out the online network *GEnie*. Like most online networks, *GEnie* offers e-mail, BBS access, conferencing and, as our readers will be glad to note, multi-player gaming. To take advantage of the multi-player games, we've included the front ends to run *Cyberstrike* and *SVGA Air Warrior*, two of the most popular games on *GEnie*.

Flight sim fans will want to try out *SVGA Air Warrior*, which will have you flying all types of warplanes through several eras of air combat, from biplanes to modern aircraft. The controls are fairly simple, but with all those human opponents, the missions can get pretty challenging.

Cyberstrike takes you into a futuristic battle scenario where you pilot a massive battle-mech. It's a pretty demanding sim, but once you've got a handle on the controls, you'll be able to roam around blasting the armor off of other on-line pilots. Energy runs everything in this game — shields, guns and engines — so stay powered up.

The *GEnie* front end will require Windows, 4MB hard drive space and VGA graphics. *Cyberstrike* will require an additional 2.5MB hard drive space, and *SVGA Air Warrior* will require a whopping 38MB of additional hard drive space. Each game comes with a README.TXT or MANUAL.DOC file that details the various controls.

For basic service including e-mail, multi-player games and online chat, the current rates are $8.95 per month for the first four hours non-prime time and $3.00 per hour after the initial four hours have been used. There's an additional surcharge of $9.50 per hour for prime-time usage. All rates are for the continental U.S.



So you say you have killed monster after monster after *monster* in *Doom* and *Doom II*. What do you do with your life now? Log on to the *Play Net* for some killer DeathMatch action!

Play Net

Play Net
Phone: (800) 382-5656
Install: \PLAYNET\APCIDM54.EXE

So you want to play *Doom* across the phone lines, but you just can't seem to find anybody that's willing to join you in a DeathMatch at 1 a.m.? Well, look no further. *Play Net* is a new multi-player network that's been established specifically to take advantage of *Doom*'s and *Doom II*'s modem capability and give you the opportunity to play with like-minded DeathMatchers.

In addition to support for *Doom* and *Doom II*, *Play Net* is in the process of testing support for *Heretic* and *Descent*. You'll also get other features you'd expect from an online service, like shopping, file libraries, chat areas and e-mail.

To run *Play Net*, you'll need *Doom* or *Doom II*, a 9600 baud modem, and, of course, this front end.

After installation, you'll need to fill out the configuration screens. After that, you'll be able to make new friends and then kill them. Payment info is online. Your initial call is 100% free.

As of this writing the rates for *Play Net, Inc.* were:

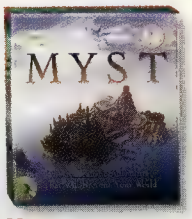
Target Class	**$10.00**	**5 hours**
Killer Class	**$25.00**	**13 hours**
Assassin Class	**$50.00**	**30 hours**

Announcing Columbia House CD-ROM Direct.
Everything from games to reference to "real-world" entertainment.

Great New Selections To Choose From!



Jumpstart Kindergarten
Children's Ed. 5027701
DOS WIN | 386 | 1mb | M



Myst
Interact. Game 5004304
WIN MAC | 386/33 LCII | 4mb | M



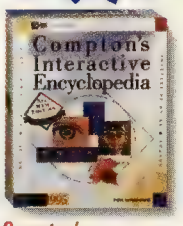
Doom II
Arcade Game 5021506
DOS | 386/33 | 4mb | M J K



7th Guest
Interact. Game 5004700
DOS MAC | 386/33 LCIII | 4mb | M



Astronomica
Astronomy 5033600
WIN MAC | 486 LCIII | 4mb | M



Compton's Encyclopedia '95
Encyclopedia 5009006
WIN MAC | 386 LCII | 4mb | M

Take 2 CD-ROMs for $9.95 each.
Plus 1 more at great savings! (See details below.)

How To Select CD-ROMs For Your System.

WIN MAC	386 LCIII	4mb	M J	P K
SYSTEM	CPU	RAM	PERIPH.	

SYSTEM Button indicates the available operating environment(s) for a given selection: DOS (for PC), Windows (for PC), Macintosh.

CPU Button indicates the *minimum* processor required. If a title is available in PC and Macintosh formats, the top half of this button represents PC system requirements and the bottom half represents Macintosh system requirements. Note: Ser.=Series, Class.=Classic, Pent.=Pentium. For Mac – LC series includes LC 475, Performa 475, Quadra, Centris, Powerbook 180C, IIFX or better.

RAM Button indicates the *minimum* amount of RAM required.

PERIPHERALS Button indicates required peripherals. M=mouse, J=joystick, K=keyboard, P=printer.

For all titles, the *minimum* system requirements recommended (unless otherwise indicated) are: Hardware: SVGA monitor (256 colors), sound card, 40MB hard drive, double speed CD-ROM drive. Operating System: DOS 5.0, Windows 3.1, Macintosh System 7.0.

The Pagemaster
Advent. Game 5027008
WIN | 486 | 4mb | M

Aces Over Europe
Flight Sim. 5000005
DOS | 486 | 4mb | M J

Police Quest: Open Season
Advent. Game 5002803
DOS | 386 | 4mb | M

The Bible
Bible 5031703
WIN | 386 | 4mb | M

Compton's Encyclopedia of American History
Children's Ed. 5033006
WIN | 486 | 4mb | M P

Mac Pak: Beginning System 7 & 7.5, Intro to Claris Works, and Audio Guide to Quicken
Computer Tutor. 5032404
MAC | LC | 4mb | M

King's Quest VII: The Princeless Bride
Arcade Game 5024401
WIN MAC | 386/33 LCIII | 4mb | M

Me, Myself and I
Children's Ed. 5032800
WIN MAC | 386/25 LC | 4mb | M

Front Page Sports Baseball
Sports Game 5007406
DOS | 386 | 4mb | M J K

Instant Internet Access
Internet Guide 5031000
WIN | 386 | 4mb | M

Front Page Sports Football '95
Sports Game 5024708
DOS | 386 | 4mb | M J K

Vitsie Visits the Ocean
Children's Ed. 5033204
WIN MAC | 486 MACII | 4mb | M

Leonardo
Historical 5020003
WIN MAC | 386 LCII | 4mb | M

Dr. Ruth's Encyclopedia of Sex
Home/Personal 5027602
WIN | 486 | 4mb | M

An Interactive Journey with Sharks
Animals 5023403
WIN | 386 | 4mb | M

Fighter Wing
Flight Sim. 5033907
DOS | 386/33 | 4mb | M J K

The Random House Kid's Encyclopedia
Children's Ed. 5027909
WIN | 486 | 4mb | M

Me and My World Picture Dictionary
Children's Ed. 5029509
WIN MAC | 486 LCIII | 4mb | M

AAA Trip Planner
Travel 5011614
WIN | 386 | 4mb | M P

Wings Over Europe
Historical 5029301
WIN MAC | 486 LC | 4mb 5mb | M

Shanghai Great Moments
Strategy Game 5031802
WIN | 486/33 | 8mb | M

Jammit: PC Propad Included
Sports Game 5034301
WIN | 386/25 | 4mb | M J K

Metaltech EarthSiege
Arcade Game 5029202
DOS | 386/33 | 4mb | M K

The Complete Bartenders Guide
Gen. Interest 5034103
WIN MAC | 386 Class. | 2mb | M

Microsoft Bookshelf
Gen. Reference 5009402
WIN MAC | 386 LCII | 4mb | M

Lode Runner
Arcade Game 5030002
WIN MAC | 486 LCII | 4mb | M

Cool Crafts
Children's Ed. 5025309
WIN MAC | 386/25 LCIII | 4mb | M

Safari
Animals 5025507
WIN | 486 | 4mb | M

Productivity Pak: Tutorial for Windows 3.1, Works 3.0, and Quicken
Computer Tutor. 5032206
WIN | 386/33 | 4mb | M

COLUMBIA HOUSE CD-ROM DIRECT

A whole new way to get the most exciting CD-ROMs – games, reference, edutainment and more – all at great prices! Just write in the numbers of the 2 CD-ROMs you want for $9.95 each, plus shipping and handling. In exchange, you agree to buy 4 more CD-ROMs in the next 2 years, at our regular prices (currently as low as $39.95, plus shipping and handling) – and you may cancel membership at any time after doing so. What's more, you can get one more CD-ROM right now for the low price of $19.95 and have less to buy later (see complete details in coupon).

Free CD-ROM magazine sent approximately every 4-6 weeks (up to 13 times a year) reviewing our Featured Selection – plus scores of alternate choices, including many lower priced CD-ROMs. And you may also receive Special Selection mailings up to four times a year. (That's up to 17 buying opportunities a year!)

Buy only what you want! If you want the Featured Selection, do nothing – it will be sent automatically. If you'd prefer an alternative selection, or none at all, just mail the response card always provided by the date specified. You'll always have 14 days to decide; if not, you may return the selection at our expense.

Money-Saving Bonus Plan. If you continue your membership after fulfilling your obligation, you'll be eligible for our generous bonus plan. It enables you to enjoy great savings on the CD-ROMs you want – for as long as you decide to remain a member!

10-Day Risk-Free Trial. We'll send details of how Columbia House CD-ROM Direct works along with your introductory package. If you're not satisfied, return everything within 10 days at our expense for a full refund and no further obligation.

Act now, membership in CD-ROM Direct may be limited.

For faster service, use your credit card and call us toll-free 24 hours a day.

1-800-792-1000 Dept. XBA

Columbia House CD-ROM Direct

Dept. XBA, 3109 Canterbury Court, Bloomington, IN 47404-1498

Yes, please enroll me under the terms outlined in this advertisement. As a member, I need buy just 4 more CD-ROMs at your regular prices within the next 2 years.

Send my CD-ROM selections for: (check one only) ☐ PC (1) ☐ Macintosh (3)

Write in the selection #'s below

Send me these 2 CD-ROMs for just $9.95 each plus $1.75 each shipping/handling (total $23.40) # # #

Buy your first selection now and have less to buy later!

☐ Also send my first selection for $19.95 plus $1.75 shipping/handling which I'm adding to my $23.40 payment (total $45.10). I then need buy only 3 more (instead of 4) in 2 years. #

Please check how paying: ☐ My check is enclosed. (BYM/BYQ)

☐ Charge my introductory CD-ROMs and future CD-ROM Direct purchases to: (BYN/BYR)

☐ MasterCard ☐ Diners Club ☐ AMEX ☐ VISA ☐ Discover

Account Number _____ Exp. Date _____ Signature _____

My main CD-ROM interest is: (check one) (Note: You are always free to choose from any category.)

☐ Entertainment ☐ Education (includes children's titles) ☐ Edutainment ☐ Productivity

Name_____ Phone (____)_____

Address_____ Apt._____

City_____ State_____ Zip_____

Important! Did you remember to choose PC or Mac? Will your selections run on your system?

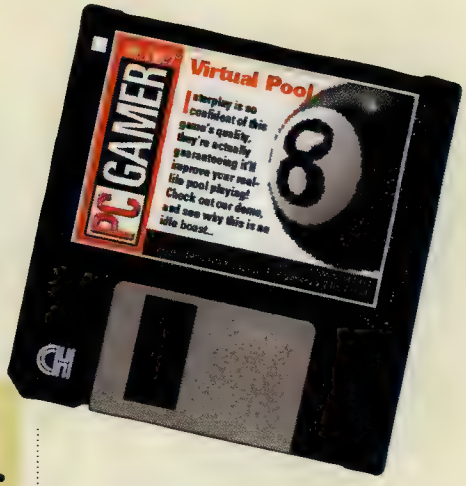
Note: Columbia House reserves the right to request additional information, to limit membership or reject any application, or to cancel any membership. Offer limited to residents of the contiguous United States. Residents of Alaska, Hawaii, Puerto Rico, U.S. territories, APO and FPO addresses please write for separate offer. Applicable sales tax added to all orders.

80 ©1995, The Columbia House Company.

Product Information Number 93

THE FLOPPY

INSTALLING • PLAYING • QUICK TIPS



Ready to improve your pool game? Then stop talkin' and start chalkin.' This month's floppy features *Virtual Pool*, an incredibly realistic pool sim from Interplay.

Quick Start: The Floppy

The HD disk

Chalk up your mouse for *Virtual Pool* and get ready for all the fun of a high-class pool hall, without the second hand smoke!

1. Insert the *Virtual Pool* diskette in your 3.5" drive.
2. Change to your 3.5" diskette drive and type INSTALL.
3. Select the hard drive to install to (type C: where "C" is the letter of your hard drive).
4. Change to the \VPOOL directory (type CD\VPOOL).
5. Type POOL and press Enter to begin the game.

Requirements:

Minimum Requirements: 386/25; 4MB RAM; 1MB hard-drive space; VGA

We Recommend: 486 or Pentium; SVGA

If Nothing Works...

Unfortunately, we can't provide technical support for problems you may encounter with *The Floppy* or *Virtual Pool*. But should your copy fail to run at all, or display error messages that indicate the disk itself is bad, send a letter to the address at the right for replacement.

The Floppy Replacement
July 1995
PC Gamer
1350 Old Bayshore Highway
Suite 210
Burlingame, CA 94010

Indicate any error message you receive.

The Floppy is manufactured by MegaSoft, one of the foremost disk duplicators in America. Before duplication, it is rigorously tested and certified to be virus-free.

Virtual Pool

Company: Interplay
Phone: (800) 9969-4263
Release date: Available now
Category: Pool simulation
Requirements: 386/25; 4MB RAM; 1MB hard-drive space; VGA
Install: \VPOOL\INSTVPOO.BAT

A quality pool sim has been long overdue for the PC, but as our demo of *Virtual Pool* will prove, it's here & now. You can even check out the full review by our own editor-turned-pool-addict Matt "Frisco Fats" Firme (see page 90). You'll see the full version is much more than even this demo will show.

The demo contains a 4-ball version of 9-ball, complete with match play and modem/network support! We've been having a blast with the network feature. High or low resolution graphics are offered depending on what your graphics card can handle and if it's supported in the demo.

As you can imagine, 4-ball is a fast game. You must sink, in order, the one, two, three, and nine balls. The real challenge is sinking the 9-ball on the break without cheating. Well, it's not cheating, but one of the many features on this demo is the ability to turn target lines on. This draws lines showing exactly where all the balls will head. So far, Todd's sunk the most 9s in a row on the break (without cheating): five. With more practice, the blowhard thinks he'll be unstoppable.



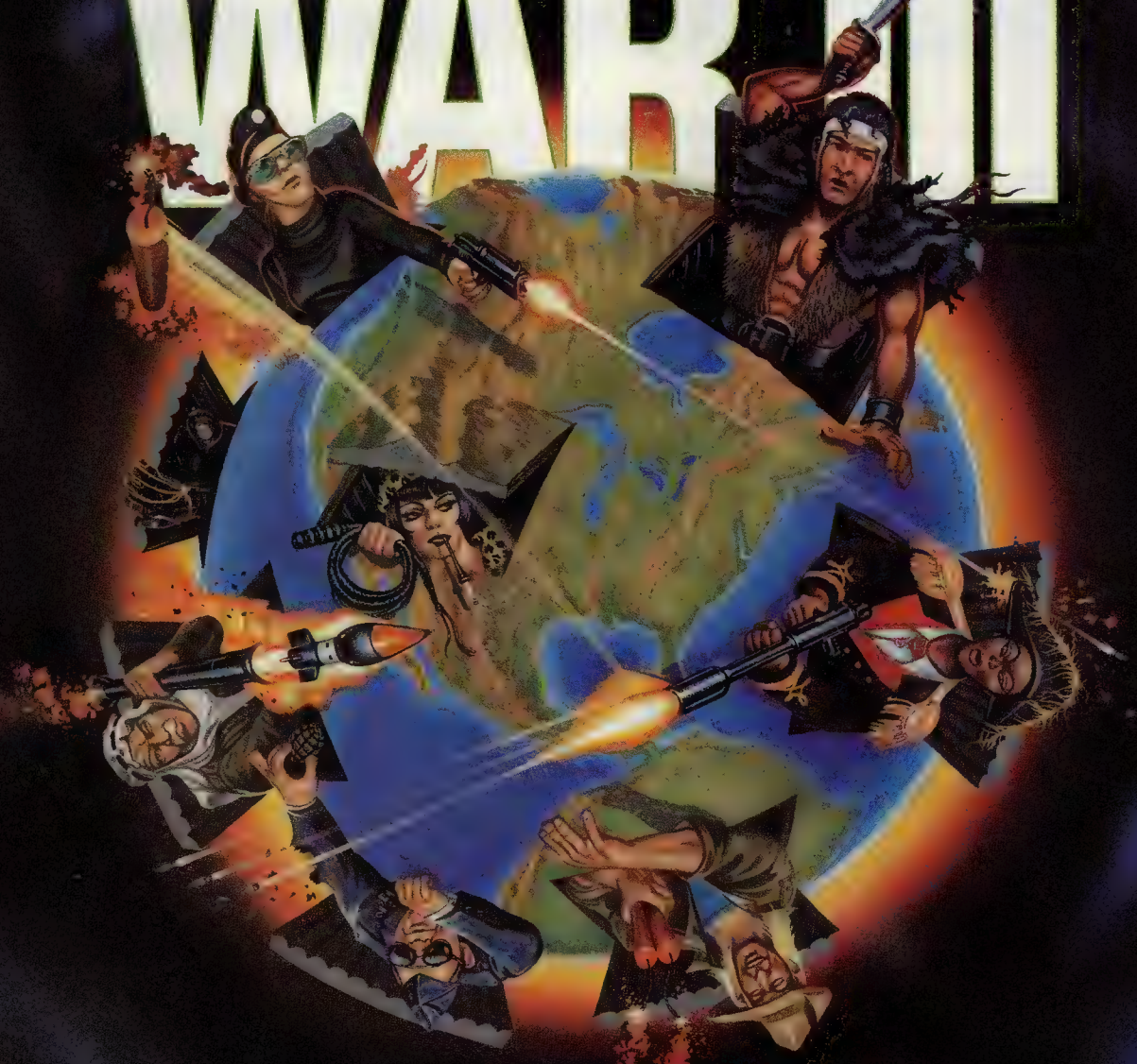
Lining a shot up by eye becomes as challenging as the real thing. We find the same weaknesses in our real game show up here!

Virtual Pool

Left mouse - Zoom view

- **esc** or **F10** — Brings up options menu
- **A** — Aim shot mode
- **M** — Hold down to move the cue ball while in aim mode (During breaks or after scratches only)
- **S** — Hold down S and move mouse to stroke the cue stick
- **V** — Change view
- **B** — Hold to raise butt of cue
- **E** — Hold to move cue tip
- **L** — Toggles lines on/off
- **Alt** **O** — Toggles overhead view
- **Alt** **R** — Replay last shot
- **Alt** **T** — Toggles tracking lines on/off
- **Alt** **U** — Undo last action
- **Alt** **C** — Send comment during modem/network play
- **Alt** **Q** — Quit current match and start over
- **Alt** **L** — Load trick shot position in practice mode

WEIRD WAR III



THIS MEANS

WAR!™

The strategy building game for people who like to blow things up!

Looking for fun and excitement? Try ***This Means War!***™ The year is 10 AG (*After Game*). A decade after the hideously addictive *Snark Hunter* made computer gamers its helpless prey. Following a series of riots, explosions and bad hair days, mankind was nearly extinct. Except for a handful who beat the game. The few. The proud. The totally weird. Now, you must stop these demented dictators from rebuilding the world in their own images. Because if they succeed in ***War***, things could get pretty ugly.

MICROPROSE

For IBM®-PC & Compatibles on CD-ROM. **1-800-879-PLAY.** **http://www.microprose.com**

©1995 MicroProse Software, Inc. All rights reserved.

Product Information Number 125

SCOOP!

EXCLUSIVE! BEHIND-THE-SCENES OF THE HOTTEST GAMES

Warcraft II

Behold, the flying orc!

With a little help from its customers, Blizzard Entertainment may just move into the ranks of the game-publishing elite with this sequel to their hit *Warcraft*.

—Matt Firme



This time around, Blizzard has included air and sea units in their orcs-verses-humans extravaganza. Many of the improvements in *Warcraft II* were suggested by users.

FYI — FOR YOUR INFORMATION

Game: Warcraft II
Developer: Blizzard
Publisher: Blizzard Entertainment, 3152 Redhill Ave., Suite 230, Costa Mesa, CA 92626 (714) 556-5571
Projected Price: TBA
Percentage Complete: 60%

In a nutshell:

Warcraft mixed strategy, looks, and humor to become one of the year's biggest hits. *Warcraft II* promises to incorporate scads of customer suggestions to bring us an even better orcs vs. humans extravaganza — complete with air and sea action.

What's so special?

Warcraft was such a hit, a sequel was probably inevitable. All too often, though, we've seen disappointing follow-ups that are really just more of the same. *Warcraft II* will be different, though — because much of it has been suggested by Blizzard's customers.

Why should I care?

Blizzard proved, with the original, that they know how to make good games; now they're ready to up the ante and prove they can make *great* ones.

And when's it coming out?

Watch for it around the holidays, possibly by Thanksgiving.

If you still haven't played *Warcraft*, you're missing out. Whether you're into strategy, god games, or tactical combat, *Warcraft* is one of those titles that draws you in and holds you, eating up hours and hours of your time before you know what hit you. What makes it work so well? A lot of things, like the distinctly animated orcs and humans that make up the opposing sides. Or the little touches of humor that, although you'd never have missed them if they *weren't* in there, add so much to the game and show such refreshing commitment on the part of the developers.

Talking with producer Bill Roper, you get the sense that the crew at Blizzard probably wouldn't know how to approach a game with anything but total commitment. In fact, Roper isn't specifically the producer of *Warcraft II*; although he wrote the docs and even did the voices for the original ("Quit Poking Me!," remember?), he's working on his own projects for the company. Yet as he talks about the upcoming *Warcraft II*, he's filled with the kind of earnest enthusiasm that goes way beyond mere public relations hype. Roper is, first and foremost, a gamer — just like the rest of the *Warcraft II* team.

And so in looking for the inspiration and suggestions that would make the sequel worthy of its predecessor, Blizzard quite naturally turned to other gamers — namely, *Warcraft* owners.

This isn't just lip-service, either. A surprising number of the new features and design choices that are going into *Warcraft II* are the direct results of customer input. "The fact that the whole company is made up of gamers — everyone who works here rabidly plays games — makes us more sensitive to the input of our customers," Roper explains. "I know that when I would play a game, it was always frustrating to take the time to write to the company to say 'I'd really like to see this,' and then never see that input used. We've been paying very strict

Believe It or Not

Amazingly, those big, fully rendered ships and warriors are the same game characters and objects you'll see during actual gameplay; they're just smaller...



As this human character and his Orc counterpart show, the graphics are nothing short of spectacular. By hand-drawing the textures laid over the 3D modeled characters, Blizzard has managed to create a much more organic look than most 3D-modeled titles achieve.

Nothing beats this carrier for hauling orcs across open water.

Looking almost like a crab's shell, the orcish destroyer is sure to send terror through any human mariners unlucky enough to uncover it.

attention to what our fans want."

Certainly one of the most often requested features was the addition of more races than just the eternally warring humans and orcs — and Blizzard heard the request loud and clear. "We had a lot of people begging us for that," Roper says. "So while we're still going to keep the focus on orcs vs. humans, both sides will have allies, which will be made up of additional races. So the humans will have elves and dwarves as allies, and the orcs will have trolls and ogres."

These allies will do more than just add zest to the look of the proceedings; the various races will have their own strengths and weaknesses, adding a new strategic level to gameplay. Roper says that unlike the first game, where each sides' units tended to mirror one another like chess sets, *Warcraft II* will feature units with considerably different attack preferences.

Another important — and customer-suggested — addition to the game will be air and sea units. "We did have a lot of people ask us to work in land, sea, and air," Roper says. "And we thought yeah, that's a great idea." The exact details on *how* the air and sea units will function remain to be worked out, but there are some early indications in the stunning intro sequences Blizzard has worked up so far. In it, we see the zeppelin-like aircraft and huge, vaguely skeletal ships of the orcs — all wonderfully detailed, and perfectly in keeping with the distinctively fantastic world of *Warcraft*.

"We wanted to preserve the fantasy feel," Roper says, "and some of the fun so far has been figuring out how to make that work. We ask 'OK, how do they have submarine technology? How could they do that?' And some of the ideas have been, well, if the sub is manned by an undead crew it really doesn't matter if they can breath down there. Or the sub might function like a whale, having to surface for air regularly — which would add some interesting strategic considerations."

Roper promises plenty of other unit types and new machines of war in the sequel — stuff like cannons, crossbow archers, and so on. "With the introduction of the additional races, we can introduce these new things logically," Roper said. "It would make sense that, say, the elves have more advanced metallurgical skills than the orcs or humans from the first game."

There will also be more and different buildings available, which will allow you more options as you go about planning and assembling your armies. You can expect a lot more new spells, too — something else people have been asking for. And Roper says Blizzard is happy to comply, to bring new gameplay elements into the mix. Not to complicate the game, he says, but to give people a much wider variety of tactical options.

Not all the enhancements will be strictly military; expect economics to play a more important part in *Warcraft II* than they did the first time around. In *Warcraft*, you had to send workers out to gather gold and lumber — the raw materials of empire. Now, you'll have to search for four materials: gold, lumber, oil, and ore. Oil might be necessary to building ships, say, while ore would be vital in creating better armor for your troops. "This will make resource nodes very vital in the game," Roper says, "because if you require specific resources to build something, you're gonna have to control those resources."

The most immediately noticeable change from *Warcraft* to *Warcraft II* comes in the slick new SVGA graphics. "One of the things we heard from people," Roper admits, "was that *Warcraft* is great, but it's 1995. It's time for some SVGA graphics." And as a look at these screens can amply demonstrate, the results are impressive indeed.

Lead 3D artist Duane Stinnett obviously had a lot of fun working with the enhanced graphics; that intro sequence, which shows the weaponry, settings, and characters of *Warcraft II* close-up, is proof of the care and imagination that have gone into these new graphics.

In fact, Stinnett is working on some new techniques to give *Warcraft II* its impressive look. "We're actually doing some modeling things with *WC2* that we haven't seen done before," Roper says. "We read in a trade magazine about some really neat technique someone was working on, but they said they hadn't been able to master it. And basically Duane looked at it and said, 'Well, I could do that!'"

Basically, the technique — if you read our March cover feature on Mindscape's *Aliens*, it may sound familiar — involves the use of hand-drawn textures that are then layered over the 3D-modeled orcs and humans, thus giving the characters a more organic, believable look than the smooth, "Davy and Goliath" results that mark so many modeled efforts. But by hand-drawing the textures that form the "skin" of the character, much more believable results can be achieved.

As we know, though, pretty intros and cutscenes are all too common in today's games; quite often, though, the in-game graphics just don't compare. That won't be the case in *Warcraft II*, though, because the intro characters and objects *are the same ones used in actual gameplay*. "The guy walking around in the game is actually the same one you see in the intro sequence," Roper says, "but smaller. The ships you see in the intro sequence are actually the units we'll use in the game."

The greater resolution afforded by the SVGA graphics allowed Blizzard to implement yet another customer-suggested improvement — much bigger maps; they're actually four times the size of those in *Warcraft*. And as an added bonus, the game will ship with a Windows-based map editor that will allow you to create your own levels from scratch. "We're trying to develop a better toolset for ourselves, to design the game," Roper explains. "And then we'll give it to the players, so they can use the same toolset we use to customize their own scenarios."



Warcraft II's screens display incredible details. There are more building available now, along with plenty of new unit types and machines of war.

You'll be able to save these map files to swap them with other players. And among the items you can specify in your map files will be where resources are located, as well as the starting positions for each side's town halls. You won't be able to specify unit types and strengths, but it'll be easy enough to tell your friends how many and what kinds of troops to place in order to play the scenario the way you intended it.

Playing against other humans will, of course, be an option, thanks to the game's modem, serial, and network options. Roper says there are even hopes of getting up to seven additional players on a network game at once and letting them choose to play cooperatively, perhaps with one player controlling the humans while another marshalls their elven allies.

You can't always count on finding human opponents, though, and so Blizzard — and more specifically, AI programmer Pat Wyatt — is undertaking to considerably enhance the AI in *Warcraft II*. "The AI was pretty strictly programmed in the first one," Roper says. "This time out, we have one programmer dedicated solely to working on the AI. We're creating an AI that — as catchphrasey as this sounds — will learn and adapt and respond, as opposed to following a set path. In the first game, you could set up specific defenses that you knew would work every time against the computer. Now, the computer won't repeatedly send its unit against a row of archers, where they'll be decimated. It'll say, 'Oh, gosh, he's got a row of archers there. I better send some catapults around and bring in some dragons and flying units to take these guys out...'"

Roper also revealed something many *Warcraft* veterans had suspected; the original computer AI didn't exactly start on a level playing field. "The way the AI worked in the first game, the computer had the whole town when the game started and then followed a building scheme that told it what units to build and how fast to build them. In *Warcraft II*, it'll start with a townhall and farm, just like you do. It'll build as you do, because we want to make it as much like playing another person as possible."

Rounding out this impressive sequel will be an all-new music soundtrack, sound effects, and voices, as well as a new storyline that postulates an orcish victory at the end of *Warcraft*, and a human race now pressed to fight for its very existence.

You can bet there'll be plenty of the humor, too, that helped make the original so addictive. In fact, you can count on *Warcraft II* boasting more of all the things you loved about the original, with damn near every improvement you might have hoped for.

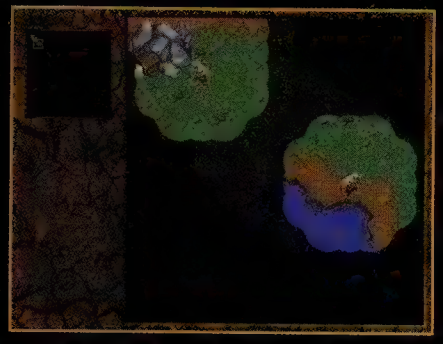
Warcraft II should be great, great stuff. And why not? In a way, we all helped to design it.

PCG

The Fog of War

Another new strategic element *Warcraft II* introduces is line of sight. So as you explore the map, you will uncover the terrain that's around you. But that gray area just below the mine may contain a whole army for all you know; the only way to find out is to send a soldier into the area, so he can see it for himself.





With the right game,
it's fifty times faster
than any kid's system.

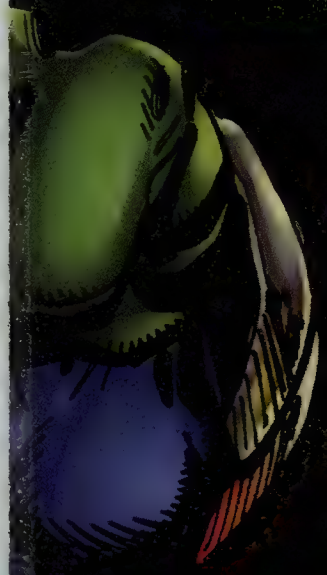




©1995 GTE Vantage Incorporated. All rights reserved. The GTE logo is a trademark of the GTE Corporation. GTE Entertainment, FX Fighter and the FX Fighter logo are trademarks of GTE Vantage Incorporated. Argonaut, the Argonaut logo and BRender are trademarks of Argonaut Software Ltd. (BRender@argonaut.com.) GTE Interactive Media is part of GTE Vantage Incorporated. P.O. Box 4358, Carlsbad, CA 92018-4358

2 PLAYER

Here's the right game.









Break into a new dimension. Attack, sidestep—even hurl your opponent towards the camera.



FX FIGHTER



Hear that giant sucking sound? Little brothers everywhere are kissing up to play FX Fighter, the most advanced fighting game ever created for the PC. But before you slam the door on the little Desperado, tell him what he's missing.

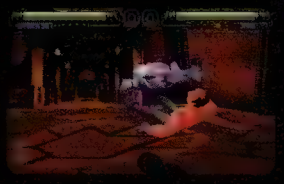
•Arcade Action & Incredible Speed. FX Fighter was specifically designed to take advantage of your new Pentium, but it still screams on a 486, too.

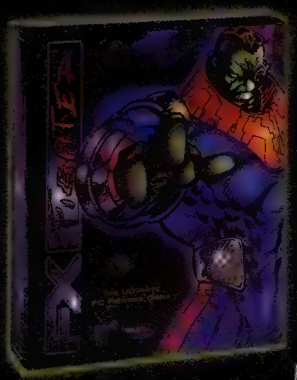
•Real-Time 3D. FX Fighter is first to use BRender™ technology, the most advanced 3D rendering system ever developed.

•Real Motion Capture. We recorded over 350 actual sequences from martial artists and acrobats for this game. Roundhouse kicks have never been so smooth.

Flying 3D Camera. Not just a highlight film, the point-of-view changes as you attack.







•Flying Camera. Forget side-only views. We've got every angle covered—in three dimensions.

•More Moves. Choose among eight characters, with over 40 attack moves each—including incredible combinations.

•I.Q. Points. For about the cost of a two-bit game cart you'll get a superior game with fifty times the speed, four times the color, and twice the resolution. Very smart.

•Confidence. To get previews, more information or order, call 1-800-GTE-TODAY. Or access our web page at http://www.im.gte.com.



PC Gamer magazine described FX Fighter as "ground-breaking." And we're grateful. But to be honest, with all that power sitting on the desktop, we just felt that the last thing the world needed was another damn word-processor.

GET IT OR DIE TRYING.
For 486/Pentium PCs with CD-ROMs.



DEVELOPED BY ARGONAUT SOFTWARE LTD.

GTE Entertainment™

Product Information Number 107

Savage Warriors

Is "thinking person's fighting game" an oxymoron?

Do the robotic performances from the characters in your fighting games leave you cold? Mindscape may have found just the remedy for your malaise.

— Gary Meredith

FYI
FOR YOUR INFORMATION

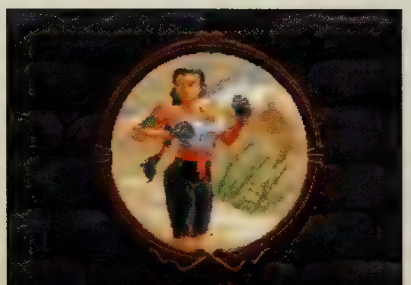
Game: Savage Warriors
Developer: Mindscape Bordeaux
Publisher: Mindscape, 60 Levroni Ct., Novato, CA 94949
(415) 883-3000
Projected Price: TBA
Percentage Complete: 80%

In a nutshell:
Fighting games abound these days for all platforms, but the PC really has very few it can call its own. Owing little to its predecessors, *Savage Warriors* seeks to chart new territory.

What's so special?
In a word, movement. With the development of 3D Bio Motion, pixelated characters become more organic and realistic than ever before.

Why should I care?
The further development of this technology will cross over to enhance other game genres, but you can be one of the first to enjoy its benefits now.

And when's it coming out?
Summer 1995



You can pick any of the ten warriors to represent you. Zia's strengths lie in the martial arts of the East.

Remember those old "Rock 'em Sock 'em Robots" of the sixties? A couple of ten-inch high plastic figures, designed to let the average kid take out his aggression in an approved manner. Just the right shot on the chin, and your opponent's robot would pop its top — literally.

All the action was mechanical, of course, and you might think that today's more sophisticated analogue, the computer fighting game, would be just that — more sophisticated. But even now, most of the biggest sellers still have a decidedly mechanical feel about them. Mindscape wants to change that situation with *Savage Warriors*.

As with most games in the genre, the plot of *Savage Warriors* is far from complex. A mysterious warrior, known only as the Master, seeks to establish his martial supremacy and has magically transported the ten greatest fighters of all time to his secret island. In the savage island jungles, each fighter must battle the other nine competitors to meet the master in a final showdown. Just that simple. You, of course, play one of the ten fighters, choosing your character with regard to the style of fighting you're most comfortable with. Each character has his or her own special abilities and moves, and guided skillfully, each has an equal chance of meeting the Master for the big brawl in the volcano at the end of the game.

Up to this point you're probably thinking "yeah...so?" Well, if the plot was all *Savage Warriors* had to offer, your apathy might be appropriate. But plotting is not what this game is about — smooth, realistic, and complex action is. Where *Savage Warriors* parts company with its brethren is in the rendered char-



With the 3D Bio Motion engine, any move, such as this power kick, is produced in a more realistic manner.

acter animation. With a new on-the-fly rendering process — 3D Bio Motion, developed in France by Mindscape's European subsidiary — *Savage Warriors* exhibits the most natural body motion yet seen in a PC action game.

Mindscape Bordeaux's Director Nicolas Gaume says that with the development of 3D Bio Motion, his group of designers saw an opportunity to bring something unique to the PC in the way of action fighting games. They didn't want to produce just a port of some cartridge or arcade game, but rather something that played to the strengths of the PC. "We also wanted to create a 'thinking man's beat 'em-up' where the premium was as much on strategy as on pure reflex," Gaume says.

The secret of 3D Bio Motion is in the level at which the process operates. While other games animate their characters in a modular way — that is, body parts are manipulated as more or less intact entities — 3D Bio Motion brings rendering and animation down to the pixel level. This means that each pixel is tagged with information not only on its color and absolute position, but also on its motion relationship to each adjoining pixel.



For reasons known only to himself and his ego, the Master feels the need to snatch the greatest fighters from history.

Taking manipulation down to this level produces much smoother, more organic, movements. When a character throws a punch, it's not just all arm, or arm and shoulder. The pixel movement is mapped so that the arm, the shoulder, the trunk, the legs — anything involved in the production of a real punch — react naturally. This level of rendered animation even goes beyond the characters to include shadows that change to reflect differences in light sources.

Calculating movements on the fly is rather tricky, especially when variables such as inertia and gravity are factored into the equations. Without some slick programming, and the aid of today's faster 486 and Pentium computers, a game could get hopelessly bogged down. But if you can pull it off, on-the-fly calculations can reward you with smoother movements — by way of up to ten times more sprites, or animation objects, per move sequence. And you get all this with smaller files, because the movements aren't calculated beforehand and held in a data file.

The 3D Bio Motion engine also provides for more varied gameplay. Because the characters are not the traditional bit-mapped or rotoscoped sprites, there's much more flexibility combining moves. Most games feature characters with moves that can be combined in finite ways. With the high number of both pre-designed and calculated moves each character has in *Savage Warriors*, a player might never discover all the possible move combinations.



Freed from the shackles of traditional bit-mapped imaging, *Savage Warriors*' characters can improvise with near-infinite variety.

The engine also allows for more interaction with the environment than is possible in many games. Indeed, your character's moves might involve swinging from a rope or using the odd tree to gain a bit of leverage.

The Mindscape Bordeaux designers took a very cinematic approach to the overall design of the game. Backgrounds exhibit a great deal of depth, adding to the three-dimensional feel of this virtual world. And the action's not all with the fighters. The designers took great pains to fill this virtual world with small details that may not be obvious to the player engaged in furious battle, but that give it a sense of completeness lacking in the sterile backgrounds of other games. So, a completed jump might result in a spray of dust or a splash of water to accompany the natural sounds of the jungle.

A nicely done cartoon prologue and epilogues for each of the ten fighters also lend a film-like flavor. The opening sequence, for example, is a compendium of camera angles and lighting placement, with some excellent perspective modulation thrown in for good measure.

Beyond the visual experience, *Savage Warriors* is meant to be heard. There's a ton of digital sound (six megs, actually) for the game itself, and as a bonus, there's a musical sound track that can be enjoyed with or without the game.

At present, the designers are working on improving a couple of the game's areas. Because they wanted the game to work with slower computers, they had to sacrifice both some size and some graphical fineness with the animated characters. Work is underway to produce a game optimized to the Pentium with drastically improved graphics and smoothness. And although the game's premise cries out for modem play, that's not yet an option. Mindscape Bordeaux is, however, working on adding it to later versions.

From all I've seen, Mindscape Bordeaux is definitely on to something here. With further refinement, the 3D Bio Motion engine could be one of the most influential game design factors of the future. As it is, the technology brings new life to a venerable if sometimes neglected gaming genre. *Savage Warriors*, in its finished form, should make the raft of other "beat 'em ups" look as mechanical and clumsy as those old toy fighting robots of years past.



Obviously the Master doesn't test his competitors for steroids, as the heavily morphed combatant shows.

[*Editor's Note:* If you want to check out *Savage Warriors*, we have a demo on this month's *CD*. Just look for the "Warriors" info. on *The CD*'s menu and in the magazine's *CD* pages.]

PCG

Primal Rage

Deadly dinos duke it out to the death!

Everyone loves playing with those mean and nasty dinosaurs — especially if you get to control them in a bloody battle for the survival of the fittest.

—Steve Poole



After delivering a fiery blow, Diablo gets ready to leap in for the kill. Approximately 900 animation frames are required to render just one of dinosaurs.

FYI — FOR YOUR INFORMATION

Game: Primal Rage
Developer: Time Warner Interactive
Publisher: Time Warner Interactive, 675 Sycamore Dr., Milpitas, CA 95035 (818) 955-9999
Projected Price: TBA
Percent Complete: 80%

In a nutshell:

Originally an arcade machine, this is a one- or two-player fighting game with a distinct twist: You control dinosaurs instead of humans. And these ain't garden-variety dinos: They spit acid and fire, and do round-house kicks, to name a few of their special abilities.

What's so special?

All the requisites for a great fighting game are here: Impressive graphics, plenty of special moves and fatalities, cheat codes, and a well-balanced mix of interesting opponents.

Why should I care?

Arcade purists will love that this uses the source code of the coin-op game, but Time Warner has also designed versions for 4MB, 8MB, and 16MB machines, as well as controls for two- and four-button joysticks.

And when's it coming out?

August 1995

You might think Time Warner Interactive would be a little gun-shy when it comes to PC fighting games. Who can forget the *Rise of the Robots* debacle, where a game that looked so promising during its development stages wound up being one of the biggest disappointments in recent gaming history?

But one good thing came of that whole affair: Time Warner learned the hard way that there's more to a great fighting game than sexy graphics. So for its second attempt at bringing high-tech combat to the PC, the company decided to go with a proven champion: *Primal Rage*, one of the biggest arcade hits of 1994. There's little chance that players will be complaining about limited moves and boring gameplay in the PC CD-ROM translation — everything you'd expect to see in the arcade version is included here, and there are plenty of extras to boot.

So what is *Primal Rage*? Well, it's a head-to-head fighting game in which one or two human players control "prehistoric fantasy creatures" — i.e., dinosaurs and apemen — in a bloody brawl to the death. There's a story that tries to explain why you're battling it out with six other types of creatures for control of the "new Urth," but it's really superfluous. Hey, who needs justification for grabbing a joystick and pounding all hell out of a dinosaur bent on ripping your throat out? And because these are dinos, a whole new world of attack moves becomes available — tail sweeps, reclining bicycle kicks, powerful overhead slashes, and more. Each creature has a total of 70 possible moves, 8 special attacks, and 3 fatalities.

One of the most distinctive things about *Primal Rage* is its large, wonderfully lifelike creatures. All the character animations for *Primal Rage* were created with stop-motion animation, the same technique used in classic horror and fantasy films like *King Kong*, *Jason and the Argonauts*, *The Valley of Gwangi*, and others. Posing the puppets for each frame of animation is a painstaking process, but the payoffs are fantastic. The critters here have a very convincing 3D appearance — they look as if there's some real substance to them.

How close will the PC translation be to the arcade game? Pretty damned close, according to Ken Humphries, who's busy producing *eleven* versions of the game for Time Warner.

"We took the original arcade code and ported it all over to the PC, then got it up and running in a graphics mode called Mode X (320x240x256 colors) — fairly similar to the arcade version, which is 336x240," Humphries says.

Getting the game "up and running" initially required 32MB of RAM (the arcade game uses 32MB of ROM), but Humphries says "we've cut that down to 16 megs by taking out a lot of the things that don't have to be in memory at one time and loading them from the CD and hard drive." Humphries says that this 16MB version is pretty darn close to the arcade machine game.

But what about the vast majority of gamers who only have 8MB of RAM? Well, you'll be glad to know that Time Warner is working on versions of *Primal Rage* that'll run on 8MB and — believe it or not — 4MB of RAM. "For the 8MB

version, we've cut down on the number of animations. With approximately 900 frames of animation per dinosaur, we obviously couldn't maintain all of that in memory at any one time. So we reduced the number of animations by half for the eight-meg version, and it's working out pretty well. The arcade game was designed to run at 60 frames per second; we don't know if we can even get it to run that fast on a PC, so cutting out some of the animations will probably be an unnoticeable thing," Humphries says. "The four-meg version is going to be a lot more tricky. Most of the game will run right off the CD, but we'll include options to install various parts of the game on the hard drive to speed up play — and for the four-meg version we'll probably have to have some sort of hard-disk buffer."

One of the nice things about *Primal Rage* is that, in contrast to many arcade beat-'em-ups, it uses only four buttons, and because the one-player mode of the PC translation supports all four buttons of the Gravis Gamepad, players who've logged in hours at the arcade will be rewarded with nearly identical controls.

But what about two-player games, or joysticks and/or gamepads with only two buttons? "We also had to spec out a two-button configuration for players with two-button sticks, or for two players going head-to-head," Humphries says. "And we're working on a network/modem version, so if you have two players with Gravis Gamepads on each machine they would both get four-button support."

You might think that a mere two buttons and a directional pad would seriously cramp your fighting style, but Humphries points out that "using all four buttons is actually a little tricky, and the way we've reconfigured how special moves are performed — button and joystick combos — works pretty well. We also let you perform certain moves by, say, pressing and holding a button, or by tapping a button twice."

Arcade purists will appreciate the fact that the PC CD-ROM version will use the code from the arcade machine, but Humphries is quick to note that "what we've tried to do above all else is capture the essence of the arcade game, but change it for the consumer market, to let people do the things or see the things that they wouldn't normally see in the arcades."

"For instance, the arcade game has a wonderful statistical tracking system that users never get to see that tells how many people are playing, what dinosaur is being picked the most, how many games are being played at a certain level, how long each battle lasts, and so forth," Humphries says. "You'll be able to access that in our version, and we'll let you change things like difficulty level (there are 16 difficulty settings in all) that, in the arcade, can only be changed by the owner."

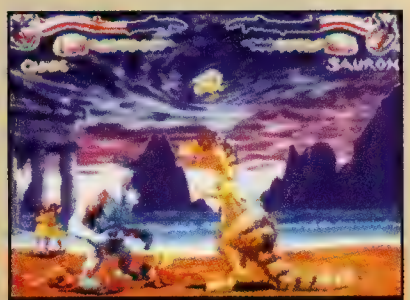
"We've also modified the scoring system based upon the difficulty level, and added new types of two-player combat."

If you've seen *Primal Rage* in action at an arcade, you already know how addictive a home version could be. Everything that's in the arcade version, from the number of special moves and fatalities to the inclusion of bemused natives staring agape at the dueling dinos, is in the PC translation. And besides the aforementioned modem and network play options, Humphries and Co. are working on one more feature that might just make this the definitive version of the game.

"Right now we're looking into the possibility of supporting a new video mode that's part of the VESA 2.0 standard," Humphries says. "It would give us the same 320x240 resolution, but in 16-bit color — instead of 256 colors, we'd have 64K colors. If we can make it work and the game is still running fast enough, we'll certainly implement it."

Time Warner expects to start shipping *Primal Rage* on August 25, and Humphries is fairly confident they'll make that date. If you've got any arcade-gaming blood in you at all, it's a date you'll want to remember.

PCG



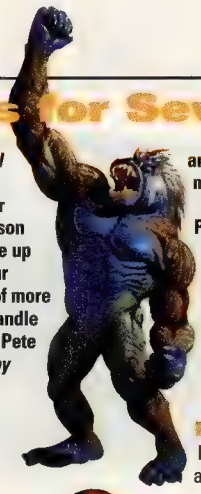
The local natives look on in horror as Chaos and Sauron battle it out. Each creature has a total of 70 possible moves, 8 special attacks, and 3 fatalities.

Seven Dinos for Seven Domains

Designing the creatures for *Primal Rage* was an involved process. Time Warner Interactive's Senior Game Producer Dennis Harper and Jason Leong, director of animation, first came up with the idea of a stop-motion dinosaur fighting game two years ago. A team of more than 30 creators were assembled to handle the stop-motion technology, including Pete Kleinow (whose credits include *Gumby* and *Army of Darkness*) and Don Platt, veteran movie animator.

After Leong sketched out his creations, Platt took the drawings and built clay models with movable arms, legs, mouths, and so on. The models were painted, then posed and photographed in a progressive series of movements.

Here are the seven monsters as they appear in their final incarnations.



Blizzard
Blizzard's Yeti-like appearance matches his attacks, the Ice Geyser and Cold Breath.

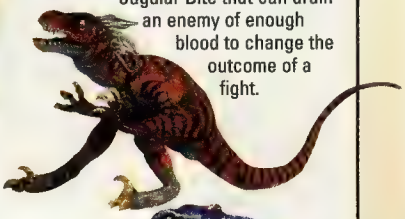


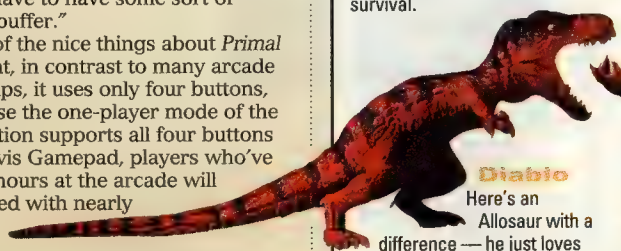
Sauron
Not as nimble as many of his opponents, Sauron depends on sheer size and brute force for survival.



Chaos
Only Chaos has the power to pull off the Fart of Fury, the Power Puke, and Flying Butt Slam!

Talon
The quick and agile Talon has a Jugular Bite that can drain an enemy of enough blood to change the outcome of a fight.

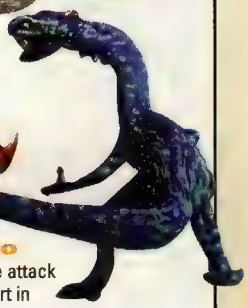




Diablo
Here's an Allosaur with a difference — he just loves to hurl fireballs and give enemies a king-size hot foot.



Armadon
This dino's special attack moves are swift and incredibly deadly.

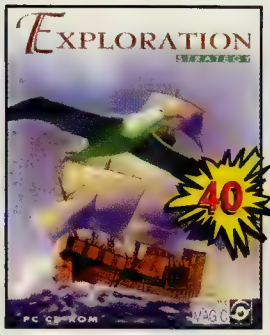


Vertigo
His favorite attack is to teleport in and start spraying Venom Spit. Yuck!

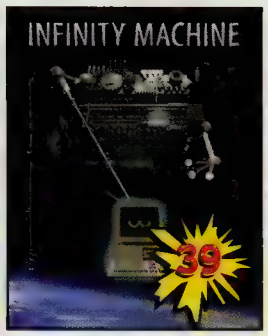
THE NUMBER ONE SOURCE FOR











11th Hour: 7th Guest 2	55
12 Roads to Gettysburg	49
1830: Robber Barons	36
1942: Pacific Air War Gold	48
1944: Across the Rhine	48
5th Fleet	40
7th Guest	49
Absolute Zero	41
Aces Collection	49
Aces of the Deep	47
Aces of the Deep 2	52
AD&D: Bundle	19
AD&D: Genie's Curse	40
AD&D: Gold Box Collection	42
AD&D: Menzoberranzan	52
Adventures of Woodruf Schnibble	52
AEGIS: Guardian of the Fleet	50
Air Havoc Controller	40

Why pay retail?

Air Warrior	26
Airship	50
Alien Legacy	42
Alien Virus	50
Alone in the Dark 3	45
Apache	45
Arctic Baron	26
Armored Fist	46
Award Winning War Games	40
Awful Green Things	45
Battle Isle 2	40
Battle Isle 2200	35
Battlecruiser 3000	46
Battles in Time	36
Beneath a Steel Sky	43
Beyond Squad Leader	46
Bioforge	43
Blackthorne	33
Blake Stone: Planet Strike	26
Blood Bowl	35
Bloodnet	42
Blown Away	44

Preorder Price Protection

Any game you preorder from us has the chance of its price changing when it finally arrives. We guarantee you will get our best price, regardless of any previous quote, when you preorder—and remember: 1/2 price shipping on preorders.

Breach 3	40
Brett Hull Hockey	36
Bureau 13	39
Burncycle	50
Buzz Aldrin's Race Into Space	40
Cannon Fodder	26
Capitol Punishment	42
Casino Tournament Champions	41
Celtic Tales: Balor of the Evil Eye	36
Central Intelligence	26
Civil War: 1861-1865	40
Civilization Network	48
Club Dead MTV	40
Colonization	46
Colonization Gold	48
Commander Blood	46
Companions of Xanth	36
Corridor 7	31
Creature Shock	48
Crime Patrol	39
Cyberia	46
Cyberjudas	44
Cyberwar	47
Cyclemania	36
Cyclones	45
D-Day: Operation Overlord	41
Dark Forces	49
Dark Legions	38
Dark Seed	43

Call for *new* FREE catalog

Dark Sun: Shattered Lands	50
Dark Sun: Wake of the Ravager	49
Dawn Patrol	40
Day of the Tentacle	41
Death Gate	35
Descent	39
Discworld	36
Dominus	39
Doom 2: Hell on Earth	44
Doomware	
Occurence 1	29
Occurence 2: Hell on CD-ROM	29
Dracula Unleashed	46
Dragon Lore	35
Dragon's Lair	36
Duke Nuke'Em	45
Dungeon Master 2	38
Earth Siege 2	50
Ecoquest	30
Ecstatica	37
Empire 2	42
Entombed	36
Eric the Unready	36
Exploration	40
Extractors	49
Eye of the Beholder 3	44
F14 Fleet Defender Gold	50
F15 Strike Eagle 3	51
Falcon Gold	52
Fantasy Fest	42
Flash Traffic	38
Flight Commander 2	40
Flight Sim Toolkit	54
Flight Unlimited	49

1/2 Price shipping on preorder games

Fortress of Dr. Raidiaki	35
Frankenstein	52
Front Lines	40
Front Page Baseball	46
Front Page Sports Football Pro 95	48
Full Throttle	45
FX Fighter	38
G-Nome	48
Gabriel Knight	46
Gabriel Knight 2: The Beast Within	48
Gateway 2	35
Ghosts	30
Goblins 3	21
Gone Fishin	41
Great Nav. Battles 1: N Atlantic	50
Great Nav. Battles 2	41
Great Nav. Battles 3: Fury Pacific	49
Gunship 2000	34
Hammer of the Gods	40
Hand of Fate	38
Hard Days Night	26
Hardball 4	36
Harpoon Classic	30
Harvester	52
Hell: A Cyberpunk Thriller	46
Hellcab	43
High Seas Trader	41
Incredible Machine 2	45
Indiana Jones: The Fate of Atlantis	42
Inferno	46
Inherit the Earth	35
Interplay's 10 Year Anthology	46
Iron Assault	41
Ishar 3	34
Jagged Alliance	46
Jetfighter 3	47
JFK Assassination	36
Journeyman Project	30
Journeyman Project Turbo	40
Journeyman 2: Buried in Time	50
Jump Raven	41
Kings Quest 5	43
Kings Quest 6	26
Kings Quest Bundle (1-6)	59
L Zone	41
Lands of Lore: Throne Of Chaos	38
Lands of Lore 2	46
Last Bounty Hunter	45
Laura Bow 2: Dagger of Amon Ra	40
Legend of Kyrandia	42
Legend of Kyrandia 3	41
Leisure Suit Larry 6	45
Links Collectors Edition	36
Links 386 Pro	31
Loadstar	50
Lords of Midnight	46
Lords of the Realm	40
Lost Eden	41
Lost Files of Sherlock Holmes	34
Lost Treasures of Infocom 1	35
Lost Treasures of Infocom 2	25
Lunicus	41
Maabus	35
Machiavelli: The Prince	40
Mad Dog McCree	38
Magic Carpet	43
Magic: The Gathering	40
Marco Polo	48
Master of Magic	39
Master of Orion	39
Maximum Overkill	42
Mechcommand	42
Mechlords	36
Mechwarrior 2	46
Megarace	40
Metal Lords	48
Metaltech: Earth Siege	48
Metaltech: Earth Siege—Missions	34
Microcosm	49
Might & Magic: World Of Xeen	41

Large selection of CD games

Millenium Auction	49
Millennia	46
Mortal Kombat 2	46
Nascar	48
Navy Strike	41
NBA Live	46
New Horizon	34
NHL Hockey 95	40
Noctropolis	46
Nomad	36
Novastorm	26
Oceans Below	30
Operation Body Count	35
Operation Europe	35
Orion Conspiracy	48
Outpost	40

All products carry full manufacturer's warranty and documentation.

SERIOUS COMPUTER GAMERS!



Panzer General	40
Perfect General 2	35
PGA 486	49
Phantasmagoria	52
Phoenix Fighter	51
Picture Perfect Golf	45
Pinball Arcade	31

Expert consultation and game recommendations.

Pirates Gold Plus	48
Police Quest 4: Daryl Gates	45
Privateer	50
Pro League Baseball 95	38
Quarantine	40
Ravenloft: Stone Prophet	49
Ravenloft: Strahd's Possesion	50
Rebel Assault	48
Red Baron with A10	41
Redshift	51
Relentless: Twincen's Adventure	46
Renegade: Battle For Jacob's Star	49
Retribution	50
Return to Ringworld	42
Return to Zork	49
Reunion	36
Riddle of Master Lu	52
Ringworld	36
Rise of the Robots	45
Rise of the Triad: Dark War	41
Robinson's Requiem	50
Sabre Team	36
Sam & Max Hit the Road	41
Shadow Caster	44
Shadow of the Comet	38
Shadows of Cairn	41
Shanghi: Great Moments	40
Sherlock Holmes CD Trilogy	20
Silent Hunter	48
Silverload	50
Sim Ant	41
Sim City 2000	55
Sim City Classic	49
Sim Town	34
Skyrealms of Jorune: Alien Logic	52
Space Ace Classic Pack	36
Space Hulk	35
Space Pirates	39
Spear of Destiny Complete	42
SSN-21 Seawolf	43
Stalingrad	40
Star Control 1 & 2	20
Star Crusader	41
Star Reach	39
Star Trail: Realms of Arkania	46
Star Trek: TNG A Final Unity	48
Star Trek: TNG Collectors Edition	74
Star Trek: 25th Anniversary	39
Star Trek: Deep Space 9	41
Starfleet: Academy	47
Stonekeep	52
Strike Cmndr/Privateer Complete	45
Supercarts	35
Syndicate Plus	22
System Shock	46
Tank Commander	45
Tekwar	47
Terra Nova: Strike Force	49
The Chaos Engine	52

COD's now accepted

The Elder Scrolls: Arena	46
The Elder Scrolls: Daggerfall	52
The Horde	41
The Lemmings Chronicles	48
The Pure Wargame	30
The Scroll	50
Theme Park	47
Thunderscape	48
Top Gun	41
Tornado: Operation Desert Storm	25
Tortoise and the Hare	36
Total Distortion	50
Transport Tycoon	46
Ultima 7: Complete	42
Ultima 8: Pagan	48
Ultima Underworld 1&2 Bundle	46
Ultimate Football	49
Under a Killing Moon	56
US Navy Fighters	47
Virtuoso	50
Voyeur	47
Warcraft: Orcs and Humans	41
Wetlands	31
Where in World is Carmen Junior	36
Where in the World is Carmen	46
Who Killed Brett Pennance	29
Wild Blue Yonder	40
Wild Blue Yonder 2	41
Wing Commander 3	52
Wing Commander: Armada	49
Wings of Glory	47
Wolf: Hunt or be Hunted	42
Wolfpack	36
World Circuit	40
X-Wing Complete	48
X-Com: UFO Defense	40
X-Com: Terror From the Deep	41
Xplora	47
Zephyr	45
Zepplin	25
Zorro	35

Attention: New Customers

Have we got a deal for you! If you have never ordered from us before, just send us a receipt for any game previously purchased from our competition, mail-order or retail store, and we will give you FREE shipping on your first game order from us. Offer good through June 30, 1995.

Overnight shipping available in the U.S.
APO/FPO and foreign orders welcomed.
Your card is not charged until your product is shipped.
FedEx shipping times are guaranteed.
Never a hidden surcharge.
COD's now accepted.

Standard shipping is UPS, $4. FedEx 2-day and overnight delivery available. Foreign orders subject to additional shipping charges. Returns require an RMA and may be subject to a restocking fee. APO/FPO orders shipped by priority mail. Additional shipping charges may apply to hardware items due to their weight. No COD on hardware items.
© 1995 Titan Games

TITAN GAMES
ONE W. SEMINARY ST.
BRANDON, VT 05733
DISCOVER VISA FedEx

☐ Please send me your catalog.

Name _____

Address _____

City _____

State/Zip _____

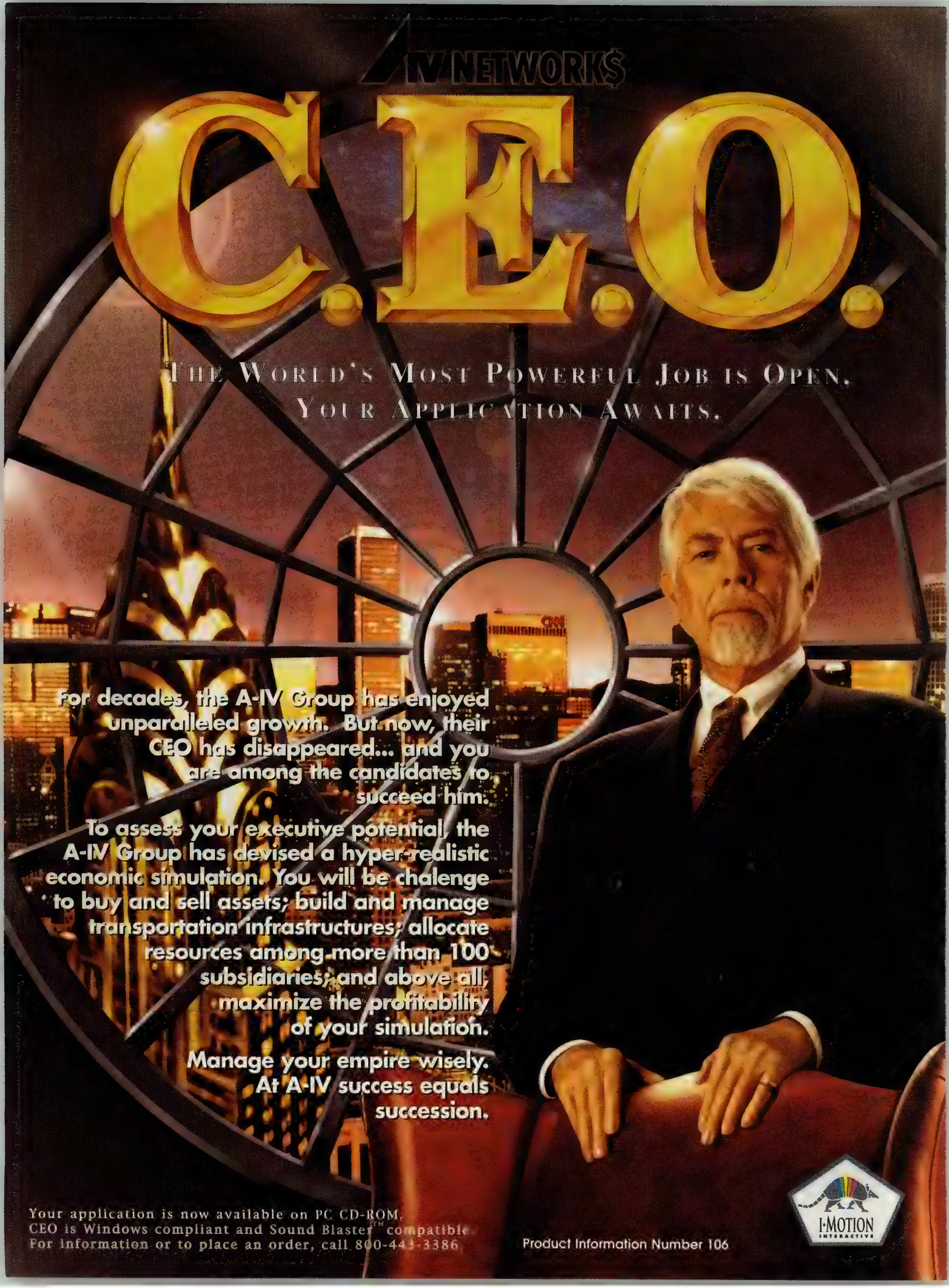
Thanks for making us the #1 mail-order game company.

Contact us on GEnie at Titan-Games. On the internet at titangam@netcom.com

1-800-247-5447

All titles listed in this ad are CD-ROM titles. Call for 3.5" availability and pricing.

Product Information Number 150


A-IV NETWORK$
C.E.O.
THE WORLD'S MOST POWERFUL JOB IS OPEN.
YOUR APPLICATION AWAITS.
For decades, the A-IV Group has enjoyed unparalleled growth. But now, their CEO has disappeared... and you are among the candidates to succeed him.
To assess your executive potential, the A-IV Group has devised a hyper-realistic economic simulation. You will be chalenge to buy and sell assets; build and manage transportation infrastructures; allocate resources among more than 100 subsidiaries; and above all, maximize the profitability of your simulation.
Manage your empire wisely. At A-IV success equals succession.
Your application is now available on PC CD-ROM.
CEO is Windows compliant and Sound Blaster™ compatible
For information or to place an order, call 800-443-3386
I-MOTION
INTERACTIVE
Product Information Number 106

The World on a Chip

AMD offers sound solution in one tiny package

In keeping with the trend toward single-chip solutions for all sorts of PC applications, Advanced Micro Devices has developed the InterWave audio processor, which they bill as a complete PC audio system on a single integrated circuit.

The InterWave chip crams all the latest sound technology on one little chip: a downloadable, 16-bit, 32-voice wavetable synthesizer; a 16-bit audiophile codec for CD-quality digital recording and playback; an audio mixer compatible with the MPC Level 2 standard; a Plug and Play-compatible interface for trouble-free installation; a joystick port; a serial digital signal processor port for upgrades; and a MIDI port.

The InterWave has built in compatibility with all the major PC sound standards, including the Microsoft Windows Sound System; General MIDI; AdLib and Sound Blaster 16 FM synthesis; Gravis UltraSound; the Roland MPU-401 MIDI interface; John Miles' Audio Interface Library; and the Windows 95 DirectSound Application Programming Interface.

"We're pleased that AMD is developing audio solutions for Windows 95," said Brad Silverberg, senior VP of Microsoft's Personal Systems Division. "The availability of the Windows Game Software Developer's Kit and complementary audio solutions like the InterWave will accelerate the number of compelling, high-quality games on this platform."

The InterWave chip also features AMD's trademark "Mix, Move and Modify" capability, which lets developers create new sounds, combine multiple audio sources, and modify sounds on the fly. On-chip processing gives designers control of special effects like vibrato, tremolo, chorus, echo, phase shifting and reverb.

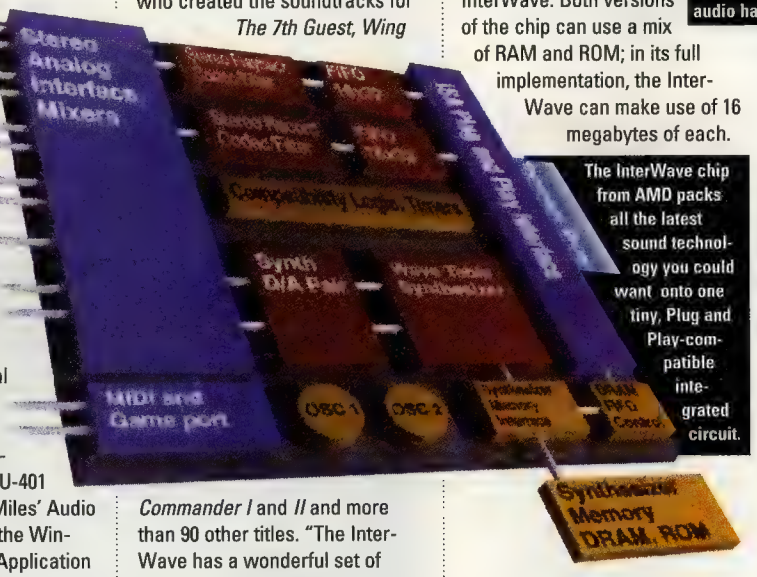
"AMD has taken a role of responsibility and leadership by providing the audio features we composers need to know will be there on gamers' PCs," said George Alistair Sanger, better known as The Fat Man, the Austin, Texas-based composer who created the soundtracks for *The 7th Guest, Wing Commander I* and *II* and more than 90 other titles. "The InterWave has a wonderful set of General MIDI instruments, carefully crafted and balanced against each other so that all the notes will make it from our hearts to your ears."

The InterWave provides all the high performance audio functions required by PC makers, add-in board manufacturers and software developers. The 160-pin Am78C201 chip fully complies with the Plug and Play specification that promises to make hardware conflicts a thing of the past. The InterWave is also available in a non-Plug and Play model with a reduced pin count, ideal for use in laptop computers or PCMCIA cards for notebooks, where Plug and Play isn't necessary. The chip's built-in power management features make it perfect for portable computers.

Sound board makers can establish the performance of the chip by changing the amount of memory available to the InterWave. Both versions of the chip can use a mix of RAM and ROM; in its full implementation, the InterWave can make use of 16 megabytes of each.



The InterWave is AMD's single-chip entry into the PC audio hardware race.



The InterWave chip from AMD packs all the latest sound technology you could want onto one tiny, Plug and Play-compatible integrated circuit.

"Game developers have eagerly awaited the audio capabilities provided by the InterWave," said Zachary Simpson, director of technology at Origin Systems. "The InterWave chip and the Microsoft DirectSound API will allow Origin Systems to deliver games supported by unprecedented levels of audio quality and realism at consumer price points."

AMD is offering equipment makers and software designers a complete range of software drivers, developer's kits and documentation. The Am78C201 is currently being sampled in limited quantities to customers and developers; volume production is slated for later this year. The single-chip design means lower costs for AMD and for manufacturers that use the InterWave; at a price of $39.95 each in lots of 1,000, the chip should make high-performance PC audio more affordable than ever.

"With its superior sound quality and versatility, wavetable synthesis has replaced FM synthesis in the professional music industry," said Bob Krueger, Vice President of AMD's I/O and Network Products Division. "Emerging multimedia and Windows 95-based applications make FM synthesis no longer acceptable for PCs, and call for cost-effective wavetable solutions like our InterWave chip."

For more information about the InterWave chip, call AMD at (800) 222-9323. Info is also available on the Internet's World Wide Web at http://www.amd.com.

UNDER CONSTRUCTION

We'll be jetting our way to the Electronic Entertainment Expo in Los Angeles as this issue goes to press, but most software publishers are still playing it close to the vest, withholding news of their new and exciting games until we get to L.A.

Fortunately for us, a handful of game companies left their offices unlocked when they headed for the big show, so we kept working and were able to bring you these tantalizing tidbits...

Diablo



This demon can't wait for you and your friends to show up in the multi-player world of *Diablo*.

Blizzard will publish this gothic horror roleplaying game developed by Condor. *Diablo* is set in a town that has been decimated by the armies of the undead; naturally, it falls to you and your party of courageous adventurers to set things right. The difference is that you can play *Diablo* solo, or over a network with as many as three friends.

The game will also feature a random dungeon-level generator for added replay value; any time you start a new campaign, you'll have all-new dungeons to explore. *Diablo* should be on the store shelves sometime in the second quarter of 1996.

Continued on page 48

Flyin' High

Descent developers sign new agreement with Interplay

Descent fans, get ready for more great gaming action! Parallax Software, developer of the outstanding 3D shooter, has signed an exclusive licensing agreement with Interplay. Interplay will publish and distribute the next four software titles that Parallax develops. Interplay will also hold the exclusive license for the *Descent* game engine for as many as six new products.

Descent has earned a strong following with its 360-degree environment, first-person view, 30 levels, and network and modem-play. It was the number one game on the Internet's Top 100 Games for many weeks and will probably hit the Babbage's and PC Data Top Ten Lists soon. Interplay hopes to continue the successful tradition started by the game. "The Parallax team is extremely talented and one of the top development groups in the world," said Alan Pavlish, Interplay executive producer. "We are excited to have the opportunity to expand our relationship with them and anticipate many successful projects in the future."



Descent developers have signed on for more projects with Interplay. Can a *Descent* sequel be far behind?

Parallax, based in Ann Arbor, Michigan, and Champaign, Illinois, is also looking forward to the continuation of its relationship with Interplay. "*Descent* has been as big a hit as we could hope for, and the success of the Interplay/Parallax team has far exceeded our expectations," said Matt Toschlog, Parallax CEO. "With this new long-term agreement, we can concentrate our efforts on producing the type of exciting and cutting-edge games that we love."

That's good news for gaming fans. Look for more info on the next Parallax/Interplay project in the near future.

Bright Future Ahead

Cyberia 2 on the way as developers join with Virgin

The next hot action-adventure game is on its way from Virgin and Xatrix Entertainment. Xatrix entered an exclusive distribution and publishing agreement with Virgin for its next three titles. Xatrix's first title, *Cyberia*, an action-adventure game that featured terrific 3D-modeled graphics, was published by Interplay. The sequel, *Cyberia 2*, will be one of the titles that Virgin will publish and distribute for Xatrix. Virgin also will distribute the three titles in the Untied States and will have worldwide publishing rights.

"We believe in the Xatrix team and look forward to working closely with them," said Tom Allen, Virgin CEO. "*Cyberia* was an extremely innovative product, thanks to Drew Markham's creative design and proprietary 3D rendering techniques."



Virgin and Xatrix Entertainment are planning a sequel to *Cyberia*, which featured great 3D-modeled graphics.

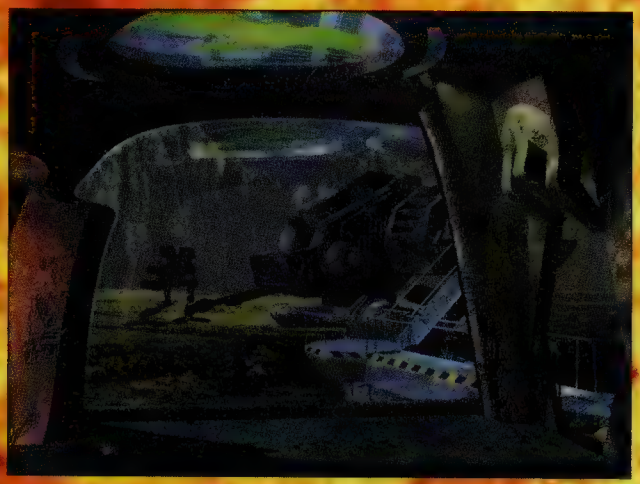
Xatrix, based in Los Angeles, designs and creates products for three markets: CD-ROM based games, location based entertainment and content for television programming. They're also excited about their new agreement with Virgin. "We are very impressed with Virgin Interactive's distribution power, both domestically and in Europe," said Derek McLeish, Xatrix chief financial officer. "They are also extremely supportive of our desire to move from developing to publishing interactive software."

THE SUMMER OF 1995 WILL BE THE HOTTEST ONE EVER...

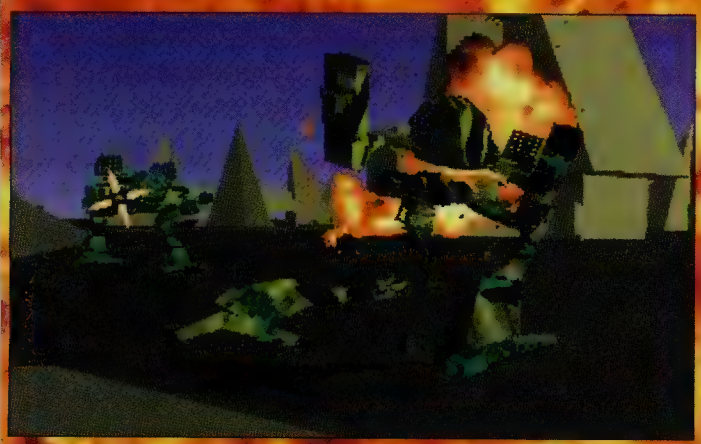
OFFICIAL PRODUCT
BATTLETECH
UNIVERSE®



BY ABOUT 1000







MechWarrior and BattleTech are registered trademarks of FASA CORPORATION.
Activision is a registered trademark of Activision, Inc.


DEGREES.
MECHWARRIOR®2
31ST CENTURY COMBAT
EXPLODING THIS SUMMER
heat up the highway and win @ http://www.activision.com
ACTIVISION®
Product Information Number 84

This Substitute Teacher Loves to Play Games...

"DOOM JR....GOOD AND GOOD FOR YOU."
—Electronic Entertainment



Be Quick...Be Smart... Beware...

...And with this exciting action-learning game from Simon & Schuster Interactive kids love to learn. I.M. Meen is the first game ever to combine smooth scrolling 360-degree 3-D action with solid educational content. And that's why it's been called "Doom Jr....Good and good for you."

Ignatius Mortimer Meen is an evil genius who hates smart kids and has built a 36-level labyrinth to trap them. Meen's also a writer—and his grammar is atrocious! Battle stone gargoyles, giant spiders, ratmen and other intelligent enemies to locate scrolls of Meen's writing. Correct the grammar, and you'll free the other kids. Then, it's on to the next level. But remember, the further you go, the "Meener" it gets!

"THIS IS THE TYPE OF PRODUCT THAT I THINK MOST FAMILIES WERE HOPING TO GET WHEN THEY PLUNKED DOWN BIG BUCKS FOR THEIR NEW 'MULTIMEDIA' SYSTEM."—Dimension 3

SIMON & SCHUSTER INTERACTIVE

To order call 1-800-983-5333, or see your software dealer

Product Information Number 140

Shatner Speaks

The original TekLord has high hopes for PC game

When actor-turned-author William Shatner began working on his first science fiction novel, *TekWar*, computer entertainment wasn't nearly the major industry it has become in the past few years. But when PC gaming started making waves in the mainstream press, Shatner was quick to pick up on the potential of his creation.

The Tek universe, with its cyberpunk underpinnings, lends itself perfectly to computer gaming, Shatner said in a recent interview. The actor (known best as Star Trek's Captain Kirk, in case you've been living in a bomb shelter for the last quarter-century or so) didn't wait for the producers of his *TekWar* TV movies and USA Network cable series to figure out that a Tek computer game would be a natural; he brought the idea to them.

"It was me who was leading Universal to the game table," Shatner said.

Aside from reading Kirk's lines for the CD-ROM versions of Interplay's excellent Star Trek games, Shatner wasn't involved in PC gaming until recently, but it hasn't taken him long to be infected by the enthusiasm of the Capstone team developing the *TekWar* game.

"They've been superb," said Shatner, adding that Capstone is putting more money, time and energy into *TekWar* than they've put into any previous product.

The *TekWar* PC game will cast players in the role of a near-future troubleshooter, falsely accused of a crime and imprisoned in a cryogenic coma. Shatner's *TekWar* persona, the manipulative Bascom, has the gamer revived to serve his purposes, just like Greg Evigan's character in the TV series.

The game will feature *Doom*-style first-person graphics, and it's designed to be played either as an action adventure game or as a no-holds-barred shoot-'em-up.

"I'm finding that we were able to make it a puzzle game as well as an arcade game," Shatner said.

Shatner said the basic concepts behind the game and its plot are his, but that he had limited input on the actual gameplay. Beyond acting as a consultant, he has left the game's design in the capable hands of Capstone's developers.

"It would be callow of me to try and work too closely with these experienced professionals," he said.

But Shatner isn't just putting his Tek ideas into the game and his name on the box; he'll actually be appearing in the PC incarnation of *TekWar*.

"We're using actual footage from the show," Shatner said.

And to ensure that the video sequences are tailored to the game's plot, he headed up to the show's Toronto set and slipped into his Bascom togs to film some scenes intended specifically for the game.



William Shatner (shown here in character as Bascom) is lending more than his name to Capstone's *TekWar* game.

Will *TekWar* be a hit? That depends in part on whether or not the game lives up to the potential of Shatner's brainchild (and the new, high-resolution game engine, licensed from the creators of *Wolfenstein 3D*). But with the success of the TV series, and with Shatner's seventh Tek novel, *TekMoney*, making the rounds of gaming fans, the PC game has a lot going for it.



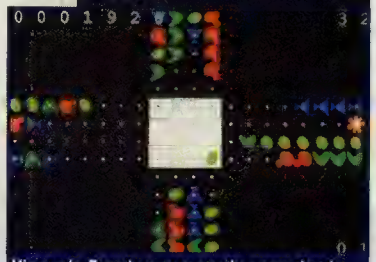
Product Information Number 141

Continued from page 42

Nick Faldo's Championship Golf

Art Data Interactive enters the PC golf arena this summer with a real heavyweight in tow. Nick Faldo, the best golfer on the planet according to the Sony World Rankings, will bring his know-how to *Nick Faldo's Championship Golf*. The sim will offer three levels of gameplay, two full courses and eight computerized opponents with varying degrees of artificial intelligence. A training section will cover putting, bunker play, fade and draw, and handling windy conditions, and a caddie will advise gamers on each shot and hole with digitized speech recorded by professional voice actors. Art Data is even throwing a golf ball autographed by Faldo into each package.

Zoop



Viacom's *Zoop* is a new puzzle game that is for the whole family.

Viacom New Media's *Zoop* is an action-packed puzzle game intended for players of all ages. Gamers are challenged to eliminate rows of shapes from a grid by taking aim at them with an ever-changing shooter. It promises to be one of those games that look childishly simple on the surface, but are diabolically difficult once the action heats up. *Zoop* will be on store shelves before the end of this year.

Continued on page 51

Virtual Mingling

Fujitsu and CompuServe to launch online community

Electronics giant Fujitsu Limited and online behemoth CompuServe have announced plans to collaborate on a new interactive world for internet users.

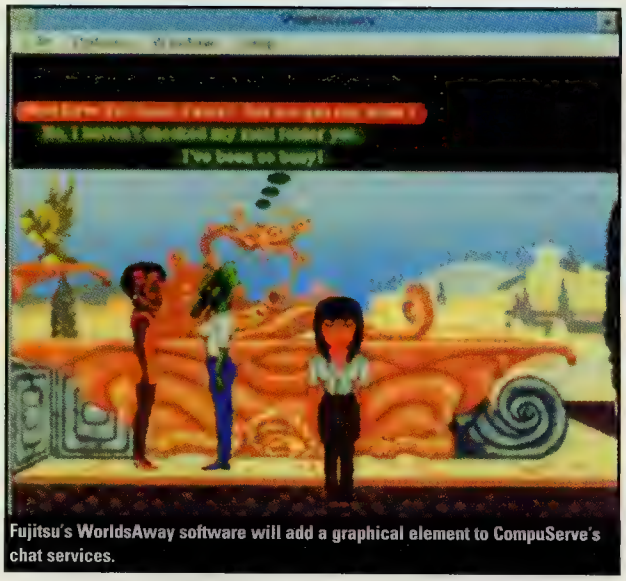
Fujitsu's WorldsAway will add graphic adventure-style elements to the social dimension of CompuServe's real-time chat services, by letting subscribers from 150 countries worldwide meet, interact and work together to build a virtual world.

In a traditional chat area, the user stares at screens full of text and types messages back and forth to other users logged into the area. WorldsAway will create a graphical area for interaction, complete with objects that lend the area meaning and context. A room with chairs, pictures, and a sofa, for instance, would be used as a living room where users could sit or stand while chatting with others. Subscribers can pick up objects in the room and share or exchange them with the people they meet online. Users can even create and decorate their own "apartments" in WorldsAway's online community.

With WorldsAway, CompuServe subscribers will choose and control their online identities — called avatars — either basing them on their actual personalities or creating unique online identities. A variety of social activities will be available, including social functions like scavenger hunts, and users will actually be able to run their own virtual businesses.

In addition to text messages, all visitors to the WorldsAway environment will be able to communicate through "thought balloons," avatar facial expressions and gestures.

WorldsAway is based on object-oriented technology, which means the online world will grow with its population. As new members join the virtual community, new locations (such as buildings, parks, and forests) can be added on the fly.



Fujitsu's WorldsAway software will add a graphical element to CompuServe's chat services.

"WorldsAway appeals to the adventurer in everyone," said Tony Christopher, director of marketing for Fujitsu's Cultural Technologies division in San Jose, California. "We expect this world to be filled with unique and interesting characters and experiences — like the real world."

CompuServe Executive Vice President Barry Berkov said WorldsAway should help bring many new subscribers to the online service.

"Over the years, our member base has evolved from early adopters mainly interested in technology to people looking for business and information services," Berkov said. "Now, we're adding mainstream consumers who will only use online technology if it's fun and easy to use. Since most of our new subscribers fall into this category, we want to provide entertaining products and services that have broad appeal but don't require a lot of technical know-how. WorldsAway is a perfect fit."

CompuServe and Fujitsu have worked together since 1986, when NIFTY-Serve (a joint venture between Fujitsu and Nissho Iwai) began working with CompuServe to build what is now the largest online service in Japan and Korea.

Last year, Fujitsu became the exclusive distributor of CompuServe in Australia. Fujitsu plans to make the basic technology behind WorldsAway available to third-party companies for other entertainment programs and commercial applications.

The WorldsAway design team is led by Chip Morningstar and Randy Farmer, the designers behind LucasFilm's Habitat, which became the first graphical online community in the late 1980s and was the basis for WorldsAway.

The Habitat service has been available to NIFTY-Serve users in Japan since 1990, and after WorldsAway's initial release in the United States, U.K. and Europe, Fujitsu plans to introduce the new service in Japan as Habitat II.

WorldsAway should be available in July as one of CompuServe's extended services, which carry a $4.80-per-hour charge over the online service's standard monthly fee of $9.95. The software required to access the service will have a price of less than $10. CompuServe subscribers can get more information about WorldsAway by choosing GO AWAY from their CompuServe Information Manager software.

"*Triad* is a truly awesome game." But don't take our word for it.

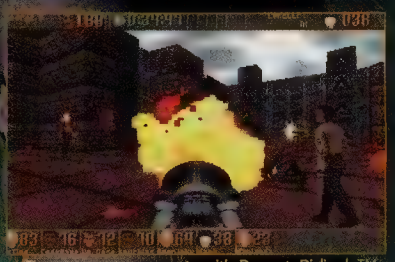
RISE OF THE TRIAD

DARK WAR

"*Rise of the Triad* is sure to have every *DOOM* freak in the world lining up just to drool all over it."
— *Interactive Entertainment*

"*Rise of the Triad* provides everything an action gamer could want."
— *Computer Game Review*

"This game is the most multiplayer-friendly product we've seen. DeathMatch will never be the same again."
— *Computer Gaming World*



Taunt your opponents with RemoteRidicule™ during 11-player network games.



An industry first: Violence Level Adjustment with password–only get gore if you want it!



Die as one of five unique characters (male & female) on over thirty levels of action!

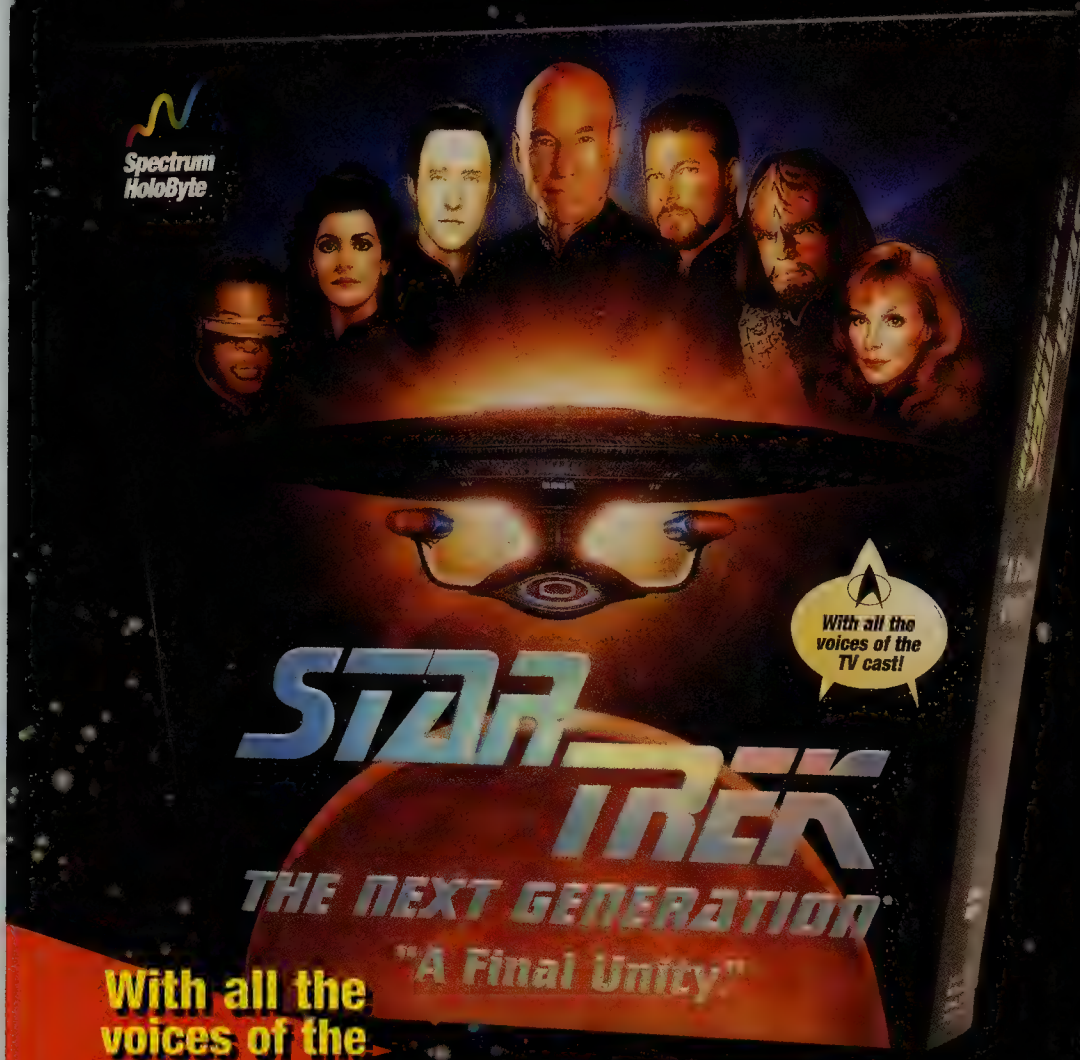
This is the game you've been waiting for. An all-out blast-fest. The unrelenting blood and fire rampage of your most twisted nightmares. With ten incredibly vicious weapons, you annihilate the enemy. Your machine gun blasts holes in the walls. Sparks and metal fly as you blow apart everything in sight. Mass destruction has never been this fun!

Product Information Number 103

APOGEE

FormGen INCORPORATED

Created by Apogee Software, Ltd. and distributed by FormGen Inc. 7641 E. Gray Rd. Scottsdale, AZ. 85260 (800) 263-2390
Available on disk and CD. Supports serial, modem, and 11-player network (individual or team) play.
(body bags not included)



With all the voices of the TV Cast!

"MAKE IT SO."™

Join Captain Picard™ and the crew in "A Final Unity," an interactive CD-ROM adventure filled with mystery and danger. Control the U.S.S. Enterprise™ as you encounter treacherous alien ships, visit strange new worlds, and travel from the outposts of Federation space and beyond—into the uncharted dangers of a massive nebula.

The unmatched realism of "A Final Unity" is brought to life by characters who speak to you, rich cinematic sequences, Super VGA graphics, and CD-quality sound and music.

Experience hours of entertaining exploration as you unravel secrets from the ancient past in this STAR TREK: THE NEXT GENERATION® epic.

Take your post and *Engage!*

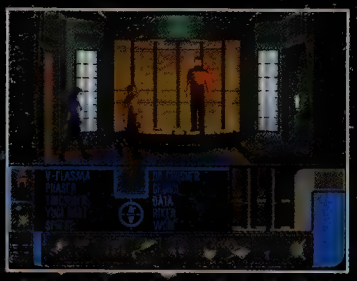
STAR TREK: THE NEXT GENERATION® "A Final Unity™"



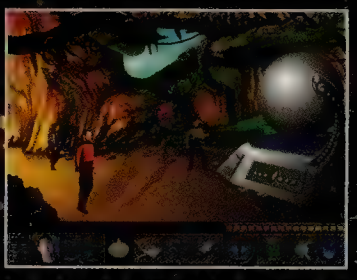
Tension builds on the bridge as another Red Alert appears imminent.



Open hailing frequencies and prepare for the unexpected.



Alert your Away Team and pick the right combination of talent for each critical mission.



Beam down to exotic worlds as the mystery of an ancient and highly advanced civilization slowly unfolds.

Also look for STAR TREK: THE NEXT GENERATION "Future's Past" on Super NES®.

Available for IBM CD-ROM

Spectrum HoloByte

2490 Mariner Square Loop, Alameda, CA 94501

Visit your local retailer or call 24 hours: 1-800-695-GAME (USA and Canada)

® and © 1995 Paramount Pictures. All Rights Reserved. STAR TREK: THE NEXT GENERATION is a Registered Trademark of Paramount Pictures. Spectrum HoloByte is an Authorized User. Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc. Other trademarks are the property of their respective holders.

Product Information Number 143

Speaking With the Enemy

DSVD modem brings new dimension to online gaming

Playing PC games head-to-head over a modem is a blast, but it has always left something to be desired. Just establishing a connection between two computers can be a hit-or-miss affair with gamers having to agree on the proper procedure beforehand, then hang up and hope their modems can agree, too. And once you're up and running, communicating with your opponent means stopping to type a message (and hoping it'll fit on one line), then waiting for the other guy to respond. Until recently, there was really only one way around the problem: You and your friend could both get a second phone line, so you could speak on one line while your computers chatted on the other. But how many of us could justify that expense just to make the occasional session of *Doom* more enjoyable?

The Personal Communications Division of U.S. Robotics has announced a new solution: the Sportster Vi 28.8, a faxmodem with digital simultaneous voice and data transmission, or DSVD. Modems with DSVD can transmit and receive the spoken word and computer data over a single phone line. And unlike earlier, analog modems that let you switch between voice and data on the same line, DSVD modems digitize the speaker's voice and then transmit it in packets along with the data stream, so users can speak to each other without interrupting the flow of data between their computers.

The DSVD standard was created primarily for certain kinds of business applications, but the implications for PC gaming should be even more obvious: Imagine playing a game of *Descent* and threatening your opponent in your own voice, rather than making yourself a sitting duck while you type a message on the keyboard. When you tire of getting your butt kicked in some godforsaken interplanetary mine, you can challenge your friend to a quick *Heretic* deathmatch. You don't even have to hang up the phone to move on to a different game because your DSVD modems will let you stop and start data transfers regardless of whether or not a voice conversation is going on.

The process briefly reduces the modem's transfer speed as voice and data share bandwidth, but DSVD modems will return to their maximum speed any time no voice packets are being transmitted. Digitizing conversation, transmitting it, and decoding it on the other end takes a little time, but the delay is insignificant.

The first version of the Sportster DSVD modem is an internal PC card with a blistering speed of 28,000 baud and a flash ROM that lets users upgrade the modem's features by downloading new code via telephone. It should ship early in the second quarter of 1995, and it'll carry a list price of $399, including a copy of Intel's ProShare, a personal data conferencing application. An external model will follow.

The DSVD standard was created by U.S. Robotics, Intel, Creative Labs, Hayes and Rockwell. More products using this standard will appear from many of these companies during the year. DSVD ensures that all modems using the standard will work together. Because the specification is digital, the kinds of information that can be exchanged alongside traditional data are unlimited, including voice, graphics, photographs, and video.

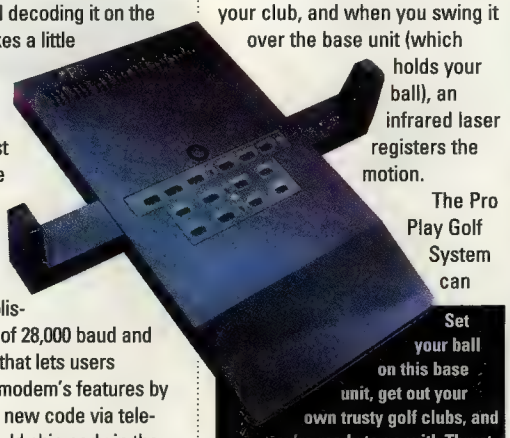
For more information about the Sportster Vi 28.8 Faxmodem with DSVD, call U.S. Robotics at (800) DIAL-USR.

The Real Thing

Use your own golf clubs with Thrustmaster's new system

Golf-sim fans looking for a more realistic approach to their game should check out the Pro Play Golf System from Thrustmaster.

The system, designed for IBM PC and compatibles, has a sensor and electronic unit that works with your own clubs. A piece of reflective tape goes on your club, and when you swing it over the base unit (which holds your ball), an infrared laser registers the motion.



Set your ball on this base unit, get out your own trusty golf clubs, and you're ready to go with Thrustmaster's Pro Play Golf System.

The Pro Play Golf System can calculate your club speed, the club's face angle and height, the direction of your follow through, and the trajectory of your ball. With all these options, and the opportunity to use your own reliable clubs, you should be out on the links with a better golf game in no time.

The system has a suggested retail price of under $500 and should be available sometime this summer.

It comes with a floor mat, foam golf balls and rubber tees, a net and frame, RS232 cables and connectors, Windows-based training software, and a complete golf game program.

For more information, call Thrustmaster at (503) 639-3200.

Continued from page 48

Waterworld

Interplay Productions has managed to snag the rights to develop video games and CD-ROM software based on Kevin Costner's gigantic-budget Sci-Fi film, *Waterworld*.

Interplay President Brian Fargo said that when he visited the *Waterworld* sets in Hawaii, he knew the movie had all the right elements to make a top-notch computer game. Actually, Interplay has plans to base *two* different CD-ROM games on the film; an action/adventure title and a strategy game.

Beavis and Butt-Head

Everyone's favorite teen-age misfits will star in their own CD-ROM adventure this fall, courtesy of Viacom New Media. In a story written by Sam Johnson and Chris Marcil (authors of the Beavis and Butt-Head *Ensucklopedia*), the guys embark on a quest to join their idol Todd's gang of hoods. The game will feature voice acting by series creator Mike Judge (the only guy in the world who can *really* laugh like Butt-Head, though God knows we all try) and animations by MTV Animation.



"Are you threatening me?" Looks like Beavis is on another sugar jag in Viacom's new game.

Aztec

Luminaria, the creators of *Wrath of the Gods*, are work-

Continued on page 52

Continued from page 51

ing on a new graphic adventure set in the jungles of ancient Mesoamerica. Tentatively titled *Aztec*, the game will feature Hollywood acting talent amid film shot in Mexico and Central America and ancient sites re-created with 3D graphics. Luminaria says *Aztec* will use an enhanced version of the *Wrath of the Gods* game engine, including a new, more intuitive interface and smooth-panning 3D graphics. Like the previous game, *Aztec* will feature a built-in hint line. This one should be out in the first quarter of next year.

Pax Imperia II



Pax Imperia II will feature some spectacular 3D-rendered cutscenes.

This "galactic empire simulator" comes to us from Blizzard and Changeling Software. The folks at Blizzard are saying *Pax II* will be even more detailed and involved than MicroProse's *Master of Orion*, and it'll have network support for as many as 16 players. The original *Pax Imperia* was an award-winner on the Macintosh, so space-strategy nuts will probably be lining up around the block for this one.

Congo

Michael Crichton's bestseller-turned-blockbuster-movie will be the subject of an action-adventure game from Viacom.

Continued on page 54

Semper Fi!

EA announces add-on disk for *U.S. Navy Fighters*

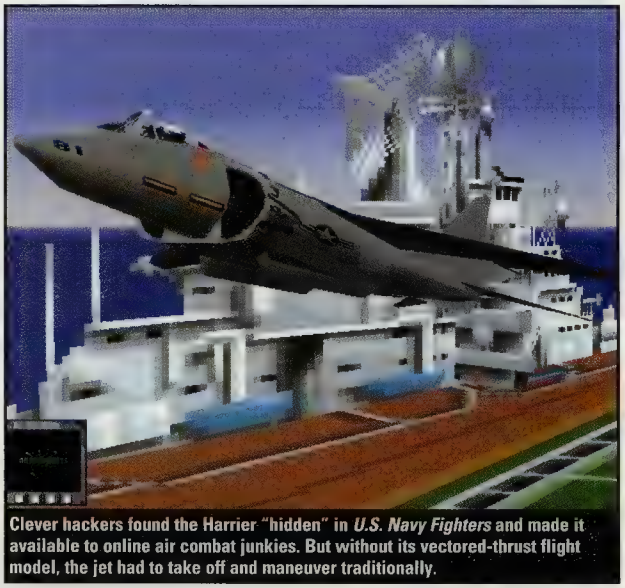
Electronic Arts has announced an add-on scenario disk for their *U.S. Navy Fighters* air combat simulation that will give gamers a chance to take to the air as a modern-day flying leatherneck.

Marine Fighters will give owners of the original game a chance to fly three new planes: the U.S. Marine AV-8B Harrier II, the British FRS.Mk 2 Sea Harrier, and the Russian Yak-141 Freestyle fighter. All the new jets feature vectored-thrust nozzles that let the pilot direct engine power for vertical takeoffs and landings, as well as some exotic moves in combat.

The scenario disk also adds a new 35-mission campaign over the Kuril Island chain in the Sea of Japan, and new weapons like the Snake-eye bomb and LAU rocket pods.

Marine Fighters will be of interest to anyone who has enjoyed *USNF*'s air-combat action and high-res graphics, but it will be of particular interest to a handful of hard-core sim jockeys who have already been flying Harriers in the game without the new disk.

How are they doing it? An aviation nut and PC wizard named David Maschino managed to hack into *USNF* and find the code for the extra planes, which aren't accessible through the game's interface. Maschino (now known online as the "Raider of the Lost Aircraft") figured out how to make the planes available for missions, then wrote a Windows program that makes it easy for anyone to get to them.



Clever hackers found the Harrier "hidden" in *U.S. Navy Fighters* and made it available to online air combat junkies. But without its vectored-thrust flight model, the jet had to take off and maneuver traditionally.

But why are the planes there in the first place if they weren't meant to be used in the game? David Luoto, the EA scriptwriter who worked on *USNF*, has the answers.

"We did plan on putting the AV-8B into the original game," Luoto said, "but we didn't have time to put in the vectored thrust."

So plans to include the Harrier in *USNF* were scrapped, and plans were made to make the fully functional Harrier, along with its British and Russian counterparts, available via an add-on disk. But the planes themselves — minus their vectored-thrust flight models and personalized cockpit art — were left in the game, where ambitious hackers found them and began flying them ahead of schedule.

"It's no big deal to us," Luoto said. "We've just got to look at it as a testament to how much people like the game."



EA's *Marine Fighters* scenario gives the Harrier a more accurate flight model, making vertical takeoffs and exotic maneuvers possible.

"SO MANY WAYS TO KILL OR DIE...WHO CAN CHOOSE?"



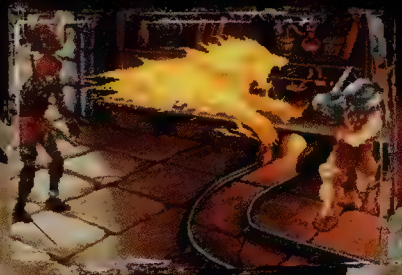
KNIFED, CLAWED & BEAT UP

Download a FREE exciting Demo from the World Wide Web
http://www.nuke.com/cgr/esponsor/c_ad_05/warrior.zip

For the dealer nearest you or to buy, call
1-800-234-3088



SPRAY PAINTED AND STOMPED



LUNGS RIPPED OUT BY LIONFIRE



FRAGMENT GRENADE AND IMPALED



ZAPPED BY INDIAN MAGIC FIRE

Introducing Savage Warriors - More Realistic, More Interactive and More Deadly Than Any Other PC Fighting Game

- The 1st Fighting Game Specifically Designed For The PC
- 3D Bio Motion Gives Characters Arcade Fluidity
- 11 Warriors In Full 3-D With Weapons
- CD Quality Music Tracks
- Realtime Shadows, Interactive Backgrounds

Kompare With Mortal Kombat II and You'll Buy Savage Warrior

Feature	*MKII*	*Warriors*
Weapons (standard)	No	Yes
Movable perspective	No	Yes
Interacts w/background	No	Yes
Replay mode	No	Yes
3D Bio Motion	No	Yes

3D BIO MOTION

MINDSCAPE

SAVAGE WARRIORS™

Product Information Number 127

Continued from page 52

The game's designers are working closely with the film's production team to make sure it's authentic. *Congo* will mix characters from the film with adventure-style puzzles and 3D graphics, to set players on their own quest for the Lost City of Zinj. Viacom expects to release *Congo* during the fourth quarter of this year.

JetSki Rage

This unusual action game from Velocity drops you in the saddle of a JetSki for some near-future aquatic racing. There's also plenty of combat (judging from all the futuristic racing games on the market, the sports world is going to take a violent turn in the next century). As a bonus to gamers who prefer to create their own worlds, *JetSki Rage* will include a version of Velocity's level-design tools that will allow users to customize and create new levels to conquer.

Velocity plans to have *JetSki Rage* on the shelves this summer.

Watch Out, Ma Bell!

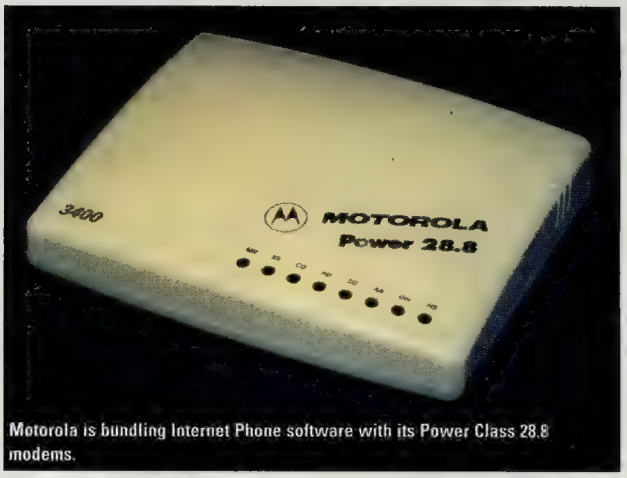
Internet Phone offers alternative to long-distance fees

Motorola's Information Systems Group has signed an agreement to bundle VocalTec Inc.'s revolutionary Internet Phone software with its Power Class 28.8 desktop modems.

The software lets users have real-time voice conversations over the information superhighway simply by dialing into their local Internet provider and taking advantage of the capabilities already built into their multimedia PCs.

Internet Phone uses VocalTec's own voice compression and voice packet reconstruction technologies to send vocal communications over the Internet. Ray Wright, marketing director for Motorola Modem Products, said anyone with a fast modem, sound card, microphone, and speakers can use the Internet Phone; it's just a matter of logging onto an Internet real-time chat area and contacting another Internet Phone user.

It's possible in most major cities to contact Internet nodes all over the world via your local Internet provider. That means people who would normally have to pay long-distance fees to speak on the telephone will be able to use Internet Phone to communicate for nothing more than the monthly cost of their Internet feeds.



Motorola is bundling Internet Phone software with its Power Class 28.8 modems.

"It's very cost-attractive," Wright said.

The software uses your sound board's analog-to-digital converter to digitize your voice, then compiles it into Internet Protocol Packets that can be transferred to another computer. Because a modem's built-in error correction routines would interfere with the smooth transmission of voice data, Wright said Internet Phone uses proprietary technology to simply drop any bad packets and fill in the gaps between good packets by interpolating what belongs there.

The result is real-time voice communication with only a very brief delay in transmission.

Wright said communication on the Internet Phone is half-duplex. That means voice data can only be transferred in one direction at a time, so the two parties having a conversation need to be polite and take turns speaking.

The software doesn't require a 28,800 baud modem, but Wright said the sound quality usually is better with a faster modem, which is why Motorola is bundling Internet Phone with their latest 28.8 boxes.

The PC Gamer Playlist

It was a joke! Really!

Last month's Playlist got an unexpected response from our readers — especially those who live in the Golden State.

"You don't like California?" one reader wrote to us. "Just what in the hell is wrong with you?"

"Exactly what part don't you like?" another asked. "The beaches? The bay? The beautiful, green hills? The great food? The sea otters?"

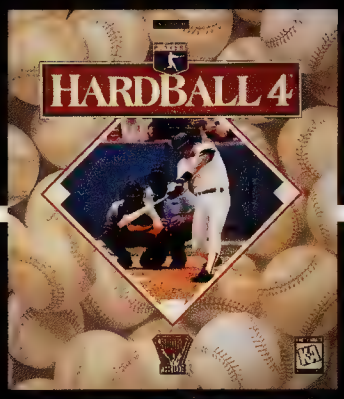
Now, come on. Who doesn't love sea otters?

The fact is, we're loving it here. Sure, those first few weeks were gloomy, what with all the rain and stumbling upon that family of dead sea-lions. But when the clouds finally moved on to wherever they were supposed to be in the first place, we had to admit the San Francisco Bay area is every bit as beautiful as our old digs in North Carolina. Where else could we sit at our desks and watch windsurfers on the bay, then turn and see someone leaving the office with a pair of snow skis in hand, planning to make a short drive to the north for a weekend of shushing on mountain slopes?

And truthfully, we've been spoiled by the balmy weather, so much so when the temperature drops below 65 degrees we start whining like babies.

Then there's the fact that we're so close to everyone in the entertainment software industry (well, practically everyone). Which means we get to play the hottest computer games while they're still glowing red. Here's what's been occupying our time this month:

1. *Virtual Pool*/Matt, Todd, Joe, Dan
2. *Flight Unlimited*/Everyone
3. *Dark Forces*/Todd, Dan, Matt, Lisa
4. *Tony LaRussa 3*/Matt, Joe, Dean, Dan
5. *The Perfect General II*/Joe, Bill, Todd
7. *Wings of Glory*/Dan, Bill
7. *NBA Live '95*/Matt, Todd, Carol, Joe
8. *X-COM: Terror from the Deep*/Todd, Dean
9. *Rise of the Triad*/Todd, Dan
10. *Descent*/Matt, Lisa, Todd



With all due respect to Minnesota and Atlanta, HardBall may be the greatest series of all time.

"HardBall 4 isn't merely better (than ESPN Baseball), it's in another league entirely."

– Entertainment Weekly



"HardBall 4 is without a doubt the most realistic baseball simulation you can buy."

– Electronic Entertainment



"Great graphics and fantastic arcade action are what have made the HardBall series the most popular action-oriented ball games around."

– Computer Gaming World



There is no debate. HardBall is the best-selling PC baseball game series of all time. And now, HardBall 4 has refined playability and realism to an unfair level that has the experts adjective-silly. You get 28 stadiums that are now more detailed, from the nasty winds at The Stick to the ERA-bruising altitude at Mile High. Stat compilation in over 75 categories. And HardBall's greatest graphics ever, with unequalled high-resolution digitized video graphics that'll have you swearing you see all 108 stitches. If you want a PC baseball game, get HardBall 4. And when talk turns to the greatest game ever, you can say you were there.

Want to try HardBall 4? Download the demo from the internet via anonymous ftp or through your WWW Browser at ftp://ftp.netcom.com/pub/ac/accolade/hb4demo.zip or via our BBS at 408-296-8800.

HardBall 4, Sport Accolade, and the Sport Accolade logo are trademarks of Accolade, Inc. ©1994. Accolade is an official licensee of the Major League Baseball Players Association. ©MLBPA MSA.
Distributed by WEA (Warner/Elektra/Atlantic Corp.), a Warner Music Group Company. All rights reserved.

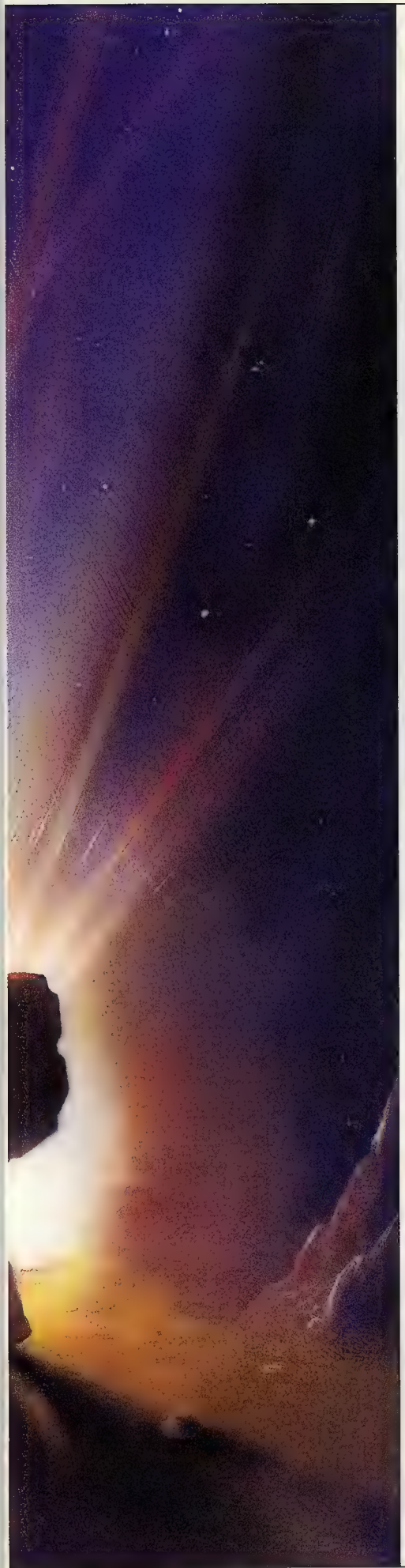
Product Information Number 81

THE DIG

It could easily be a novel by a top-selling science fiction writer: A dashing astronaut, a beautiful TV reporter, and a scheming scientist investigate a mysterious asteroid, only to stumble on the remnants of an incredibly advanced alien civilization. But *The Dig* is first and foremost a graphic adventure game — the most impressive one yet from LucasArts Entertainment.

by Dan Bennett







The Story Thus Far...

As we were digging around for the inside scoop on this impressive graphic adventure game, we made a revealing discovery: *The Dig* is going to be a novel as well. Top-selling Sci-Fi writer, Alan Dean Foster, once the undisputed king of movie and TV adaptations and now the author of a raft of popular original novels, will write the paperback version of *The Dig*, to be published by Warner Books.

What could have persuaded Foster to make a rare return to the world of novelizations? Probably it was the intriguing story line, created by project leader Sean Clark and inspired by none other than mega-director Steven Spielberg.

"Sean has done a phenomenal job creating what amounts to an epic science fiction story," said Sue Seserman, LucasArts' public relations manager, in an interview at the company's offices in San Rafael, California. "It's probably the richest story that's ever been told in a computer game."

And it *is* impressive. *The Dig* opens on a space shuttle mission in the very near future. A huge asteroid is on a collision course with earth, threatening to snuff out the entire planet. Commander Boston Low, a veteran astronaut, is in charge of an expedition to explore the big rock and save the earth.

Hungry for positive publicity to bolster their failing image, NASA has consented to let a television news reporter, the lovely and adventurous Maggie Robbins, tag along for the history-making mission. Rounding out the team will be the distinguished German geologist, Ludger Brink.

The first order of business is to make sure the asteroid doesn't smack into the mudball we call home. NASA's plan is a daring one: Low and his team will plant small thermonuclear charges at strategic points on the asteroid's surface, and use them to literally shove the thing into a stable orbit. If everything goes as planned, Earth will be safe, and we'll have a new moon to gaze upon during those clear summer nights.

Of course, if everything went as planned, *The Dig* wouldn't be much of an adventure game. Low and company pull off the first part of the mission perfectly; the nukes do just what NASA said they'd do. But now it's time for phase two.

With the asteroid diverted from its disastrous path, Low, Robbins, and Brink return to explore it. Sounds simple enough: suit up, collect some samples, and head home. And it probably would've been a routine spacewalk, if the asteroid had been nothing more than the big rock it appeared to be.

Before long, though, the team comes across signs of alien intelligence: passages cut into the rock, and chambers that couldn't have been created by any natural forces. Eventually, they find an alien artifact that proves to be too much of a temptation to pass up; it's a geometric puzzle just begging to be solved.

The puzzle — one of the first in the game — triggers an alien device, and the asteroid reveals its true nature. In a gorgeous sequence created by the computer animation wizards at LucasFilm's legendary Industrial Light and Magic facility, the big rock morphs into a huge, crystalline spaceship and whisks the three explorers away at many times the speed of light, to dump them on a barren world orbiting another star.



The Dig **uses a combination of traditional 2D and advanced 3D graphics. In this shot, spots are marked where 3D objects will be added.**

Turns out the asteroid wasn't an asteroid at all. It was an alien vessel, sent out to find another race intelligent enough to activate it and then fetch them to the aliens' homeworld. Why did they do it? Where are they now? And what's behind the ghostly apparitions Low and company keep seeing?

Those are the questions the gamer will have to answer as Boston Low. Then there are the more obvious ones: How are you going to survive on this strange new world, and how will you get back home?

All those questions will eventually meld into a single goal, Clark said, but only after many hours of gameplay. "It's a huge game. I'm expecting 60-plus hours for the average player."

Out With the Old

As rich and intricate as *The Dig*'s plot is, Clark's team has made sure playing the game will be as painless as possible. The

task of making the traditional LucasArts graphic adventure interface more transparent — and getting it out of the way of gameplay and story-telling — began with *Sam & Max Hit the Road*, another excellent title Clark worked on for LucasArts. *The Dig* takes that concept even further, eliminating the usual verbs (like "Look," "Open," "Push," etc.) almost entirely.

In place of those verbs is a new, context-sensitive system that chooses whatever action is appropriate in a given situation. Click on a closed door, and your on-screen counterpart will try to open it; click on an open door, and you'll go through it.

But doesn't that make things too easy? Not according to Clark.

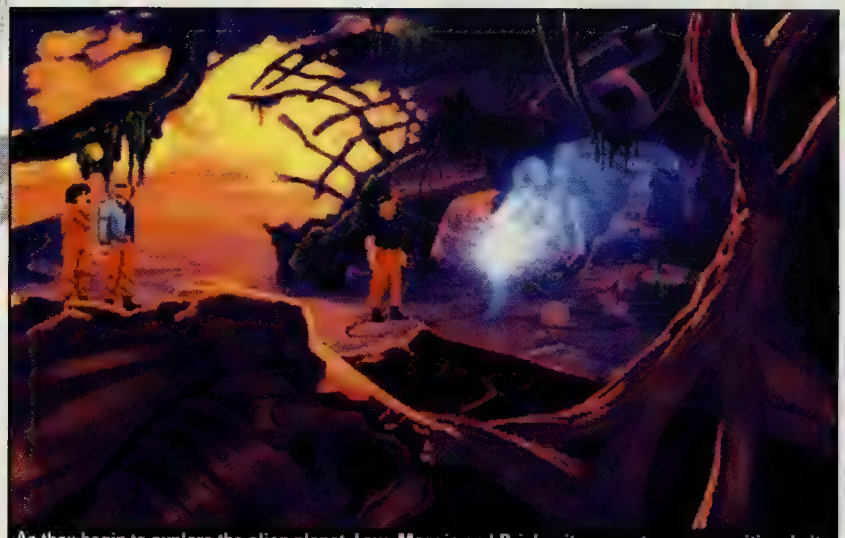
"It doesn't actually solve puzzles for you just by clicking on things," he said. "You have a nice, breezy interface without making the game too easy to play. We're pretty proud of it."

In keeping with the game's near-future setting, your character will carry his own Personal Digital Assistant, one of those little computerized notepads that promise to make our lives easier. Forget Apple's Newton; in 1998, the PDA of choice is the Pen Ultimate.

The main purpose of your Pen Ultimate is to let you communicate with Maggie and Brink at any time in the game. Your PDA will also contain a to-do list, files on your teammates, and (in a nod to *Sam & Max*'s games-within-the-game) a built-in "Lunar Lander" program to play with when things get too intense.

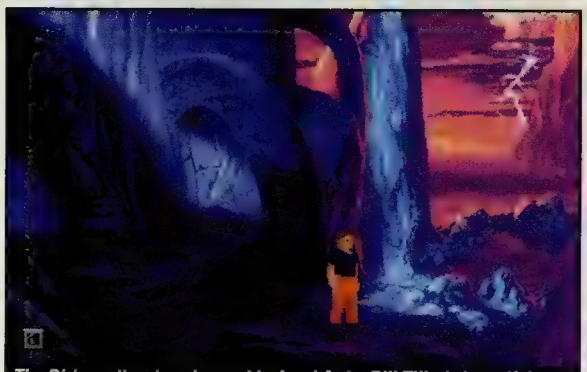
Industrial Sights and Music

Visually, *The Dig* promises to be a knockout. The game will use a seamless blend of traditional two-dimensional and advanced 3D-rendered graphics, similar to those in LucasArts' latest release, *Full Throttle*.



As they begin to explore the alien planet, Low, Maggie and Brink witness a strange apparition. Is it a natural phenomenon, or an alien ghost?

"In some places, it's kind of hard to tell whether it's 2D or 3D," Clark said. "It's a matter of making the 3D look organic, and making the 2D look realistic. We're doing some very traditional things here, and then doing some very non-traditional compositing with computers to make it all mesh together very well."



The Dig's realism is enhanced by Lead Artist Bill Tiller's beautiful, hand-drawn and computer-colored backgrounds.

So why use 3D at all, if it's not going to stand out and add some flash to the game? Clark sees 3D-rendered graphics the same way he sees most "hot" new computer game techniques: as a means to an end. They're just another tool, and they're only effective when used sparingly.

The nice thing about telling a story in a 3D environment, Clark said, is that it allows game designers to choose from an infinite variety of viewing angles on a given scene.

"It's a little bit more like filmmaking in that regard, because you can actually say: 'Here's the set, now where do we want to put the camera to get the most effective shot?'"

Of course, the temptation is to "go nuts with the camera angles," Clark said, resulting in game sequences that look like an over-eager film student's first movie.

Clark and the rest of the team are taking care that the dramatic shots they create serve the story, rather than being demos for the latest 3D-rendering systems.

The Dig will also feature some impressive lighting effects. Each character in a given scene will have his or her own individual lighting, with shadows and hues changing subtly as they move through a scene.

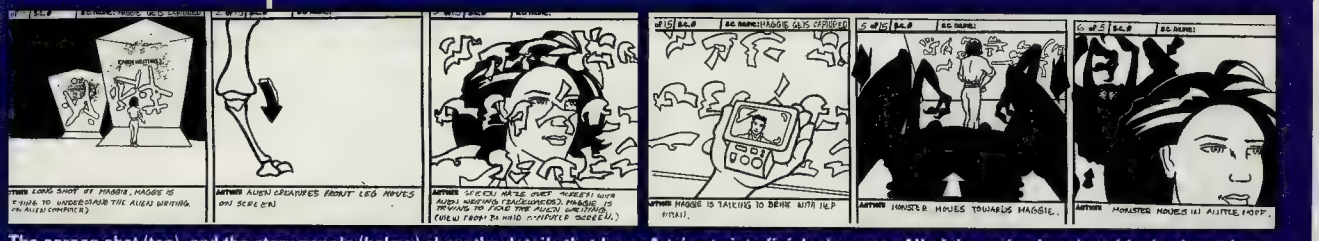
"We've done this a lot in the past," Clark said, "but now we're really trying to pay very close attention to the technique, making sure that it reads right."

Clark hopes the graphics, like the game's interface, will move the story along without calling attention to themselves.

"Probably no one will notice, which

Details, Details, Details...





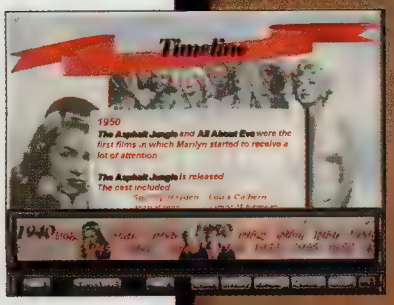
The screen shot (top) and the story panels (below) show the details that LucasArts' puts into finished scenes. All of the action is painstakingly planned on storyboards, Hollywood-style, before a single pixel is placed on the screen. In this sequence, a menacing alien creature sneaks up on Maggie Robbins.

Take a multimedia journey through the life of

Marilyn Monroe







Bernard of Hollywood's MARILYN

COREL CD HOME

For Windows™ and Macintosh®

High-resolution graphics on CD-ROM



COREL®

Call now for faxed literature!
1-613-728-0826 ext. 3080
Document #1066

The timeless mystique of Marilyn Monroe is unveiled through the eyes of renowned Hollywood photographer Bruno Bernard. This fascinating CD-ROM biography is a "must-have" collector's item for all of Marilyn's devoted fans.

$49.98*

The PC Zone™ Your Catalog SuperStore

1-800-258-2088

Please mention code CT14

*US$ plus applicable taxes.



KJR-0110

Product Information Number 95





Mama mia! There's no toppin' Pizza Tycoon™. Build a pizza empire with your personal recipe for success. Decide on a location. Decide on the menu. Decide on your relationship with the mob. Borrow money from them. Buy and sell guns for them. Anything goes. So uncork that bottle of Chianti and get ready for the game that really delivers. Capisce?

MICROPROSE®

For IBM®-PC & Compatibles on CD-ROM. 1-800-879-PLAY. http://www.microprose.com

©1995 MicroProse Software, Inc. All rights reserved.

Product Information Number 117



Geologist Ludger Brink takes a fall on the deserted planet. To save him, Low will have to master alien technology.

means we're doing our job," Clark said.

So what about full-motion video? Can a graphic adventure really be complete these days without grainy Betacam footage of bad actors?

Actually, Clark said he considered using video-capture sequences for *The Dig*, but he decided the technique didn't fit the game.

"It's very difficult to get full-motion video to match the animated-but-realistic style that we're using," he said.

"I think the fact that we're not using video in this game is indicative of the way LucasArts approaches projects," Seserman said. "We're not slaves to whatever the hot technology is; we're slaves to whatever's best for the project. And that might be animation, it might be 3D or 2D, it might even be video. But we're not going to stick video into a game just because everyone's hot on video."

As for actors, LucasArts isn't springing for any big names, Seserman said. They'll be sticking with their policy of hiring talented unknowns.

"We have a wonderful woman (Tamlynn Barra) who casts and directs our voice talent," Seserman said. "She's looking for the best voice for the part, not the name that's going to get the biggest market share."

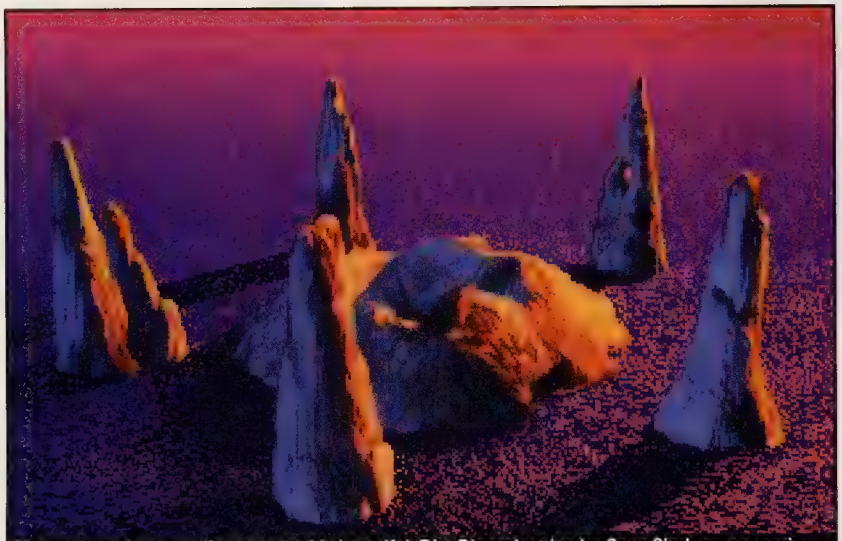
If *The Dig*'s roster is any clue, the LucasArts people would rather hire the kind of Hollywood stars who work behind the scenes. The game's animation supervisor is Sean Turner, a former Industrial Light and Magic animator who worked extensively on *Who Framed Roger Rabbit?* And the mysterious alien "ghosts" you'll encounter later in the game were animated by Gordon Baker, another ILM alumnus who now works for Disney. Baker received an Oscar nomination for his work on Tim Burton's animated feature, *The Nightmare Before Christmas*.

The game's sound effects will reflect another Hollywood-style approach, Clark said. "We're actually going to do sound design for the sound effects," he said. "Not necessarily pull things from libraries of CDs, but actually go out and record our own if we need to, to make it work."

The music in *The Dig* is going to be unique, too — unusual enough, in fact, that Polygram Records plans to release the soundtrack on an audio compact disc.

"The movie *Forbidden Planet*, when it came out, had a very, very unique soundtrack," Clark said. "Going back and watching it, it's strange even now, even though it's something like 28 years old. What we're going to do with our soundtrack will be just as unique.

"The idea is that we'll take performances of pieces by Wagner and sample them, then modify them electronically," he said. "It turns out we can create just about any emotion we want to get, and at the same time get a very alien sound out of it. It's not melodic, but it has a sort of thematic edge to it."



The explorers' surroundings are starkly beautiful. *The Dig* project leader Sean Clark says experienced gamers will need as much as 60 hours to cover it all.

The LucasArts Philosophy

Why are LucasArts products so consistently good? More than a few game publishers would pay dearly to know the answer to that one. According to the people who work for George Lucas' game company, though, making great computer games is simple: You set your sights high, surround yourself with talented people, you let them do what they do best.

The Dig's project leader, Sean Clark, sums up the LucasArts approach this way: "You try to pretend — at least for the first ten minutes of discussing a new idea — that there are no restrictions, and then figure out how to do it with the restrictions that *are* there."

"The games are proposed by the people that build them — it's not management saying 'We need five in this genre and three in this genre,'" said Public Relations Manager Sue Seserman. "The project leaders come up with the ideas for the game, and once the game is green-lighted, they have the creative freedom to build the game they want to build. I think because they have that 'ownership' from the moment the first words are written on the first design document, the games are injected with so much passion — you get that attention to detail, because there's so much invested in each product by the team that builds it."

"It's almost cliché to say it, but it actually fits very well: the games are all handcrafted; there's no sense of assembly-line here," Clark said.

Being a subsidiary of a huge movie company has meant more to LucasArts than just having the world's best special-effects facility create animated sequences for their programs. It's also made it easier for the people at LucasArts to stop worrying about beating Hollywood at its own game, Seserman said.

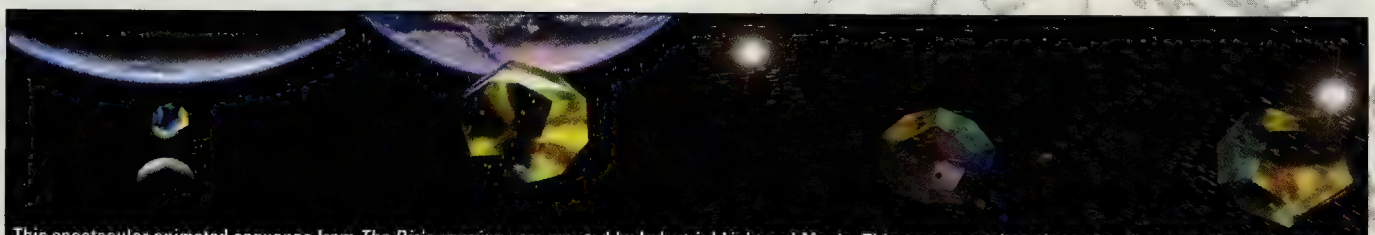
"We don't feel like we have to be a movie company," she said. "We can be a game company. And we're very comfortable with that."

"I think it's just a lack of pretension," Clark added. "The industry's obviously got its eyes set on Hollywood, and Hollywood's looking at us. There are all these great expectations built up in the media about what's going to happen. I think the best thing about us is that there's no pretension that anything *has* to happen.

"We all like to tell stories, and that happens to be the biggest similarity between us and Hollywood," Clark said. "We're doing the same thing, but in different ways, a different medium."

Lead Artist Bill Tiller pointed out another advantage of working for LucasArts.

"I think the Lucas name attracts a lot of talented people," he said. "The best people kind of want to work for the best guy. They think of George Lucas, they think of really high-quality films, and that's what they want to do — make really high-quality products."



This spectacular animated sequence from *The Dig*'s opening was created by Industrial Light and Magic. This sequence takes place after Astronaut Boston Low has led a shuttle mission to divert the course of an asteroid hurtling toward Earth. The mission went as planned until Low and his crew unwittingly triggered an alien device while exploring the big rock. Then, as this sequence shows, the asteroid morphs into a huge, crystalline starship and whisks the explorers across the galaxy.

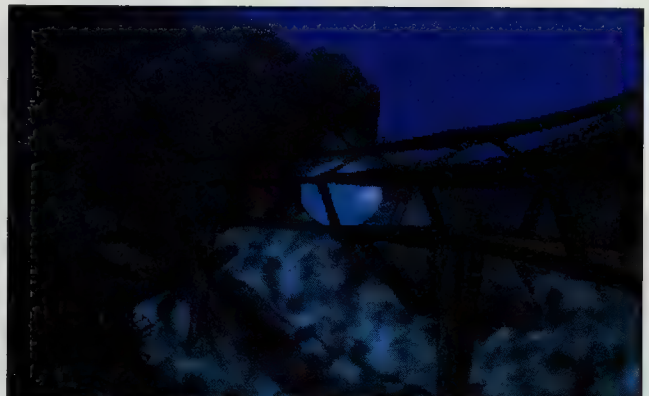
It was the use of samples that led to Polygram's interest in publishing *The Dig*'s music, Clark said.

"We needed the Wagner samples in order to pull this off," he explained. "The record company heard what we were going to do with the samples we were trying to license from them, and they said they thought there'd be a market for it."

The soundtrack will be fully digital, using the latest version of LucasArts' iMuse music system. If it turns out half as well as earlier titles that have used the system (like *TIE Fighter* and *Dark Forces*), it should be amazing.

Not all of the impressive achievements in *The Dig* will be audiovisual. Clark and his team are also working some gameplay and story-telling innovations into the mix.

As the game's plot thickens, the way your supporting characters react to you can change, Clark said. Unlike in so many other graphic adventures, they won't just follow you around mindlessly; as Clark points out, that's just not believable from a story standpoint. Maggie and Brink have their own ideas about surviving this adventure, and they'll frequently be off-screen, pursuing their own agendas. They'll even call you up on your communicator from time to time.



Mass-transit, alien-style. The explorers will have to learn to use a bizarre tram to get around on the planet.

"So it's not just writing for the one character," Clark said. "I'm also writing for other characters, and making sure they're believable throughout the story."

Clark's also taking care with exposition, making sure the plot isn't just spoon-fed to gamers. Like any good story-teller, Clark would rather give his audience just enough information to let them figure out what's going on for themselves.

"Sometimes books are better than movies, because you get to imagine what things would look like on your own," he said. "We try to do a little of that in the game, as well."

Finally, *The Dig* isn't going to be one of those death-fests, where your character has to bite the dust a hundred times before the game is finished. That's not realistic either, Clark said.

"I don't generally like to do that," he said. "If you're going to do it right, then you have to do it a dozen ways, and it has to make sense every time. We just decided not to do that with this game. But you do get the sense that things could be dangerous."

The Spielberg Connection

It's no secret that *The Dig* has been in development for years, in one form or another. It's also common knowledge that the weighty name of Steven Spielberg has been associated with the project all along. But how, exactly, did the world's most successful director come to be connected with a PC game?

The Dig started life as a vague idea Spielberg had for a story about "space archeology." The director originally envisioned it becoming an episode of his *Amazing Stories* television series, which ran on NBC in the mid-1980s.

"But it eventually became quite clear that what he had in mind would not work for television or film," said Seserman.

Being an avid gamer, Spielberg ultimately concluded that *The Dig* would work best as a computer adventure. At that point, the next natural step was to take the idea to LucasArts.

"He's a big fan of our games, and he's had a long-standing relationship with LucasArts — and with George Lucas, of course," Seserman said (Lucas produced all three of Spielberg's successful Indiana Jones movies).

Work on *The Dig* began about five years ago, Seserman said. But the game's development hasn't been trouble-free.

"We had a couple of false starts," Seserman said. "About two years ago, it became very clear that this game needed to be built on CD-ROM. So we wiped the slate clean."

LucasArts decided to install a new project leader, who would rewrite the game almost from scratch, taking into consideration the expanded capabilities of CD-ROM. "That's when Sean Clark came on board," Seserman said.

"Spielberg's original concept for *The Dig* was 'Forbidden Planet' mixed in with 'Treasure of the Sierra Madre,'" said Clark. "And that's what I tried to create." Those two classics might seem as different from each other as two movies can be, but film buffs will have no trouble picking up on the connections in *The Dig*.

Didn't the team feel a lot of pressure, working with one of the most powerful men in Hollywood?

Lead Artist Bill Tiller admitted *The Dig*'s designers were a bit overwhelmed at first. "Spielberg's name carries so much weight with it," Tiller said. "So we said, 'let's not think about Spielberg. Spielberg likes games, so let's just *make* a good game, and hopefully he'll like it.' When we adopted that attitude, everything kind of smoothed out."

"The whole thing about Spielberg is that there's no ego involved," said Tom Byron, product marketing manager at LucasArts. "So as far as he's concerned, it's Sean's product. That's why we want to make it clear that it's not 'Steven Spielberg Presents *The Dig*.'"

Beyond providing the inspiration for the game's intricate plot, Spielberg's involvement in the development process has been minimal, Seserman said. The big-time director sees the game on an ongoing basis and provides Clark and company with feedback, but he's content to leave the task of designing the game to the experts.

That approach seems to be working. When the team recently showed him the latest build of *The Dig*, Spielberg was very pleased. Needless to say, that was a relief to the designers.

"We went in with our fingers crossed, and we came out popping champagne bottles," Seserman said.

PCG





Get up to 17 hours free* to play CyberStrike™ or any other great multiplayer games on GEnie®!

How about some real competition for a change? Up to 17 hours online to play the hottest games and coolest players in Cyberspace. That's what you'll get right now when you log on to GEnie, America's most outrageous online service for multiplayer games.

Shoot 'em uppers can shoot it out with 16 other Cyberpods for control of a virtual city in the award-winning CyberStrike™—an exclusive on GEnie. Or, pit flying skills against the best sim pilots around in multiplayer Air Warrior®—we told you there'd be competition.

RPGers? GEnie's got you covered with fantasy role playing adventures like Hundred Years War and Multiplayer BattleTech™ as well as the text-based Dragon's Gate, Federation II and the fantastically popular Gemstone III.™

Play NTN Showdown Trivia and watch scores come in from bars and hotels across the country. Enter tournaments in chess, checkers, blackjack, poker, backgammon, bridge and Reversi.

GEnie's the place for multiplayer games. Plus new games are added all the time. Like Harpoon,™ one of the most complex war games ever—now available on GEnie.

So stop playing with yourself—for up to 17 hours—and play the terrific games and gamers on the only online service to bring you all this and more. To sign up online, turn your modem on and dial 1-800-638-8369. Enter JOINGENIE at the prompt. When asked for the special offer, enter ANN789.

*Some restrictions apply. Must be over 18 years of age to subscribe. For games to be free of charge for up to 17 hours, user must observe the following: play in non-prime time (between 6PM and 8AM EST); access speed must be set at a maximum of 2400 baud; user must dial into a local access node; remain solely in gaming area. Otherwise, normal GEnie usage fees may be incurred during the 17 hour complimentary period. This offer is in lieu of all other offers, and is for new subscribers only. Additional long-distance phone charges may apply. Available in US and Canada only. Offer expires 12/31/95.

CyberStrike and GemStone III are trademarks of Simutronics Corporation. Air Warrior is a registered trademark of Kesmai Corporation. Harpoon is a trademark of Game Designers Workshop Inc. Multiplayer BattleTech is a trademark of FASA Corporation. All other names are trademarks or service marks of their respective owners.

GEnie® **Our games blow everybody else's away!**

Product Information Number 105

COMPUTER Express

WORLDWIDE SHIPPING

800-228-7449

NOW ORDER 24 HOURS ext.359

CUSTOMER SERVICE, CALL 508-443-6125 9am - 5pm EST

CYBERJUDAS



As President of Earth's most powerful nation, you are armed with money, weapons and influence. You seem in control, but beware!, one of your advisors wants to destroy you!

IBM CD #35768

WORLD HOCKEY 95



The ultimate ice hockey experience! Choose from over 25 international teams or select from the 8 "User" teams. Game includes 3200 players with individual stats, 3 playing levels and more.

IBM CD #39447

GREY WOLF



As captain of the U-boat Grey Wolf, patrol the Atlantic, stopping convoys and avoiding destroyers, frigates, depth charges, and big guns from big battleships! Days of nail-biting entertainment!

IBM CD # 38524

PLAYERS PALACE



Over 400 card, casino and gamling games, including Vegas-style Blackjack, Poker, Roulette and more. Also features 75 solitaire games and 48 cribbage games. Even tracks lottery plays.

IBM CD #39742

HARVESTER



Suffering from amnesia, you wake up one morning to a town full of strangers and inexplicable sights. Combines challenging adventure role playing puzzles and action packed arcade style combat sequences.

IBM CD #33905

11TH HOUR



Seventy years ago, Henry Stauff went on a murder spree in his mansion. Now, Reporter Robin Morales–your lover–has disappeared within its walls. Rely on puzzles,and treasure hunts to save her!

IBM CD #32903 **MAC CD #33603**

3.5" ENTERTAINMENT

37040 1830: Railroads & Robber Barons....34
36454 5th Fleet....38
34164 AD&D Ravenloft: Strahds Posses....46
34302 Advanced Civilization....35
33809 Alone in the Dark II....36
33341 Arena Elder Scrolls....40
33708 Armored Fist....43
38608 Atari 2600 Action Pack....26
39007 Baldies....32
33857 Battle Cruiser 3000AD....41
11575 Beyond Squad Leader....45
36485 Blackbeard....34
36654 Blood Bowl....32
33941 Brett Hull '95....32
39010 Brutal....37
34074 Celtic Tales: Balor Evil Eye....35
39394 Chaos Engine....19
26806 Civilization....42
38649 ClockWerx WINDOWS....25
37445 Collegiate Pennsylvania State WIN....19
37434 Collegiate UCLA WIN....19
35717 Colonization....46
34273 Combat Air Patrol....30
36303 Crystal Caliburn WINDOWS....30
37076 Descent....35
36747 Discworld....35
39690 Doom II: Extra Levels....23
32978 Dungeon Master 2....35
34272 Falcon 4.0....CALL
36695 Flight Sim: Europe #1 5.0....26
31273 Flight Simulator 5.0....43
34894 Front Page Sports: Baseball....22
35314 Front Page Sports: Football 95....42
35976 Frontier: 1st Encounter....30
34436 Girlfriend Teri....26
37081 Goldtree Engine....26
28300 Golf WINDOWS....43
34826 Golf Courses: Banff Springs WINDOW....23
36790 Good to Firm....31
39086 Greyhound 2....18
32122 Harpoon II....40
39453 Harpoon II Battleset #3....26
37696 Heretic....CALL
36245 High Seas Trader....39
31471 IndyCar Racing....37
36393 Iron Cross....40
27314 Jack Nicklaus Signature Golf....25
31480 Jagged Alliance....46
35875 Jorune: Alien Logic....38
27660 Links 386 Pro....29
39068 Links: Prairie Dunes SVGA....21
39648 Links:Devil's Isle Course SVGA....21
35319 Lode Runner....34
31433 Master of Orion....38
32603 MechWarrior II....46
38905 Mortal Kombat II....42

3.5" ENTERTAINMENT

36997 NASCAR Racing SVGA....40
36996 NBA Jam....41
37092 Navy Strike....38
39097 New Horizons....35
39101 Onslaught....41
34451 Operation Crusader WINDOWS....39
33087 Pacific Air War: 1942....46
36480 Panzer General....38
37083 Pizza Tycoon WINDOWS....38
35573 Pure Wargame....30
33938 Rise of the Robots WINDOWS....45
36936 Rise of the Triad....35
39650 Sail '95 WINDOWS....37
35287 Shanghai II WINDOWS....25
31457 SimCity 2000....39
38245 SimCity 2000 Urban Renewal Kit....22
24473 SimEarth Classic....21

CATALOG

NOW

AVAILABLE

Only $5

Includes $10

Rebate!

29724 SimLife Classic....21
34764 Spaceward Ho! IV....30
36483 Stalingrad....40
26706 Star Trek 25th Anniversary....26
31886 Strip Poker Professional....30
39005 Super Street Fighter II Turbo....32
39688 SuperKarts....44
34305 TFX: Tactical Fighter....36
33332 Third Reich....34
37084 Transport Tycoon WINDOWS....46
39691 Ultimate Pinball....34
35821 Universal Never Lock for Games....39
36041 Unnecessary Roughness '95....32
36708 Warcraft: Orcs and Humans....39
32510 Wheel of Fortune Deluxe WINDOWS....34
34509 Wolfenstein 3 D....34
38343 X COM: Terror From the Deep....38

CD ROM ENTERTAINMENT

32903 11th Hour....53
36593 1830: Railroads & Robber Barons....34
38127 5th Fleet....38
39618 7th Fleet....38
34165 AD&D Ravenloft: Strahds Posses....49
36009 Absolute Zero....38
36729 Across the Rhine: 1944....46
38164 Advanced Civilization....35
36757 Air Havoc Controller....39
35806 Alien Legacy....38
34944 Alien Logic: Jorune....38
39206 Alien Virus....36
37074 Alone in the Dark II....37
39212 Alone in the Dark III....41
39144 Apache Gunship....45
37596 Arena Elder Scrolls....45
35869 Armored Fist....47
38582 Atari 2600 Action Pack....26
39008 Baldies....32
37199 Battle Chess Compilation....26
37205 Battle Cruiser 3000AD....46
36042 Battle Isle 2200....32
34638 BioForge Interactive Movie....43
38597 Blackbeard....34
38209 Blackthorne....30
35593 Blood Bowl....32
39617 Bloodwings: Pumpkinhead's Rev....43
38614 Braindead 13....38
39100 Brandish....35
39019 Brett Hull Hockey '95....34
39011 Brutal....37
35948 Bureau 13....32
37517 Cadillacs & Dinosaurs....51
36375 Casino Tournament of Champions....35
39147 Caveworld....40
39096 Celtic Tales: Balor Evil Eye....35
39395 Chaos Engine....19
38011 Civilization Network....46
38651 ClockWerx....25
38568 Club Cyberlesque....26
36016 Colonization: Sid Meier's....46
39180 Comanche Multi Player....47
36884 Creature Shock....48
35224 Crime Patrol 2: Drug Wars....25
34741 Crusader: No Remorse....43
35768 CyberJudas....40
36477 Cyberia....44
39620 D Day: America Invades....40
39167 Daedlus Encounter....47
36302 Dark Forces....47
38448 Darkride....49
35738 Dawn Patrol....41
38675 Descent....35
39220 Diggers....30
36746 Discworld....35
39685 Doom II: Collectors Edition....54

CD ROM ENTERTAINMENT

39689 Doom II: Extra Levels....23
36320 Doom II: Hell on Earth....45
38909 Dr. Brain III....34
31493 Dragon's Lair....35
37702 Dungeon Master 2....35
36749 Ecstatica....35
39146 Exploration....40
39205 Extractors....36
36731 FIFA International Soccer....36
38987 FX Fighter....38
39169 Fast Attack....45
35769 Fighter Wing....37
36979 Flight Simulator 5.1....53
36629 Flight Unlimited....49
37328 Front Lines....40
36392 Full Throttle....45
38196 Gadget....45
38602 Great Naval Battles III....45
36998 HardBall IV....32
21557 Harpoon II....43
33905 Harvester....46
35946 Hell: A Cyberpunk Thriller....45
37695 Heretic....CALL
36246 High Seas Trader....41
39166 Hodj N' Podj....39
39065 IQ Test Multimedia....15
33865 Iron Assault....44
39353 Iron Cross....40
37704 Ishar 3: 7 Gates of Infinity....32
36047 Jack Nicklaus: Tour Collection....19
36388 Jagged Alliance....46
37204 Jet Fighter III....46
38600 Jewels of the Oracle....40
38730 Johnny Mnemonic....41
39568 Journeyman Project II....34
36297 Journeyman Project: Turbol....41
33294 Lawnmower Man....28
35328 Leisure Suit Larry Anthology....45
36741 Lemmings Chronicles....35
37754 Links 386 Pro....30
39649 Links:Devil's Isle Course....21
37291 Loadstar....51
35322 Lode Runner....38
39456 Lode Runner Network....38
35711 Lords of Midnight....46
38291 Maabus....33
37713 Machiavelli: The Prince....38
35219 Mad Dog McCree II....34
36853 Magic Carpet....43
37926 Magic: The Gathering....38
39448 Marathon Gamenet....146
37567 Master of Magic....38
38677 Mech Commander....40
34155 MechWarrior II....46
34865 Metaltech: Earth Siege....45
31659 Microsoft Golf....43

FLIGHT SIMULATOR 5.1



NEW! Highly realistic, graphically advanced computer simulation of civil aviation. Packed detailed scenery, day/night effects, weather conditions, visibility levels and more.

IBM CD #36979

PHANTASMAGORIA



Evil lives in beautiful estate on a private island. Now, Adrienne Delaney, desperate and frightened, must uncover the clues and objects she needs in time to save her husband from its tightening grip.

IBM CD #34085 **MAC #35331**

A FINAL UNITY



You are there, part of an epic intergalactic adventure that will take you from federation space into the uncharted dangers of a massive nebula. Starfleet is depending on you!

IBM CD #34568

THIRD REICH



World War II grand strategy! Could you stop Hitler from unleashing the horrific war machine that lead to the deaths of 40 million? Four scenarios, 1- or 2-player modes, plus much more.

IBM CD # 33332 **DOS # 38595**

MECHWARRIOR 2: THE CLANS



Join one of six warrior clans, maneuver 31st Century weaponry as you confront apposing clans in every conceivable alien environment - including intimidating ice planets and deceptive desert terrain.

IBM CD# 34155

HARPOON DELUXE MLMEDIA



You're in the command center action like never before! Features 30 new scenarios, an all-new scenario editor, 100+ full-motion video and sound clips and more! Used as a Naval Academy training tool!

IBM CD # 21557

STRIP POKER PRO CD



Enhanced, sophisticated software gives you ample incentive to stretch your poker skills to the limit! Features high-resolution and crystal-clear graphics.

IBM CD #38625

MAZE



Test your powers against the world's most complex and confusing mazes. Features a 3-D Virtual Mazewalk, a gallery of maze designs, legends of historic mazes, amazing printouts, and lots more!

IBM CD # 39607

CD ROM ENTERTAINMENT

39105 Mile High Club 8 Pack....28
39148 Modern Air Combat....44
38906 Mortal Kombat II....44
38094 Ms. Metaverse....26
33204 Myst MPC....49
35818 NASCAR Racing....48
35863 NHL Hockey '95....40
36755 National Lampoon Blind Date....25
39098 New Horizons....35
35722 Noctropolis....47
36482 Novastorm....26
36364 Operation Body Count....30
38593 Operation Crusader....41
38014 Orion Conspiracy....38
36280 PGA Tour Golf 486....47
38549 Pac In Time....26
36481 Panzer General....37
39322 Perfect General II....35
36980 Peter Gabriel:Xplora I....44
34085 Phantasmagoria....53
36941 Phoenix Fighter....45
39450 Pinball Fantasies Deluxe....30
39687 Pocahontas....35
39317 Pure Wargame....30
35941 Quarantine....40
36829 RELENTLESS: Twinsen's Adventure....43
36385 Realms of Arkania: Star Trail....46
37024 Renegade: Jacob's Star....42
38969 Retribution....39
39569 Riddle of Master Lu....34
36937 Rise of the Triad....40
38420 Rogarian Agenda....39
39207 Scroll....36
38583 Shanghai Great Moments....38
39208 Silverload....36
38160 SimCity 2000 Collection....56
39031 SimTower....32
36575 SimTown....33
38732 Skullcracker....39
39362 Sky Warriors....35
37025 Sorority House....27
35225 Space Ace....38
39449 Space Quest VI....42
38129 Stalingrad....40
34278 Star Trek: Star Fleet Academy....44
34350 Star Trek: TNG Tech Manual....41
34568 Star Trek: TNG: A Final Unity....46
36893 Stonekeep....44
39006 Super Street Fighter II Turbo....32
39575 SuperKarts....44
35872 System Shock....47
33743 TFX:Tactical Fighter....46
38456 Tank Commander....46
38595 Third Reich....34
38876 Tony La Russa Baseball 3....47
38656 Top Gun....38

CD ROM ENTERTAINMENT

36292 Total Distortion....51
37565 Transport Tycoon....46
37538 U.S.S. Ticonderoga....40
36278 US Navy Fighters....47
27564 Ultima I VI....29
15416 Ultima VIII: Pagan w/ Speech....32
39214 Ultimate Family Games....25
39692 Ultimate Pinball....34
32937 Under a Killing Moon....56
36045 Unnecessary Roughness '95....32
35816 Virtual Vegas Volume 1....19
38661 Virtuoso....36
36707 Voyeur....44
37916 WanderLust....26
39103 WarPatrol....35
34284 Werewolf....47
39042 Wheel of Fortune....30
34276 Wing Commander III....54
35405 Wings of Glory 1917 1918....40
39447 World Hockey '95....24
38344 X COM: Terror From the Deep....38
34292 X COM: UFO Defense....38
36940 X Wing Collectors CD ROM....45
39451 Zig Zag....30
35820 Zombie Dinos: Planet Zeltoid....29
36366 Zorro....34

SPEAKERS

39263 ACS 500 Shielded Speakers....299
36507 Jazz J 320 Speakers....60
36505 Jazz J 351 Speakers....54
36504 Jazz J 511 Speakers....74
36500 Jazz J 590 Speakers....78
36501 Jazz J 702 Speakers....120
36503 Jazz J 818 Speakers....165
30730 Koss HD 6 MPC Speakers....73
36173 Koss HD 50 Speakers....33
32220 Labtec CS 900 Speakers....56
38308 Vivid3D....57
37712 Vivid3D Plus....70
38455 Vivid3D Pro....104
37416 Vivid3D Studio....104

CD DRIVES & UPGRADES

35857 4PLEX Quad speed EXT w/Controler....552
37038 4PLEX Quad speed EXT w/SCSI MAC....599
35856 4PLEX Quad speed EXT wo/Controler....498
35855 4PLEX Quad speed INT w/Controler....469
39574 6PLEX Sixspeed INT w/ctrl....587
39265 AMC2000 Portable Multi Media....445
38141 Diamond 1000 INT 250Ms CD ROM....326
39271 Discovery CD16 4X INT CDROM....339

CD ROMS & UPGRADES

30216 Discovery CD16 INT CDROM....270
30746 Edutainment CD16 INT CDROM....424
21560 Game Blaster CD16 INT 320MS....391
38062 MultiSpin 2VI INT CDROM....179
38058 MultiSpin 4XI INT CDROM....402
35597 OmniCD 3X INT CDROM....267
39272 Sound Blaster Value CD INT....238
38586 TEAC 4X INT Multmedia Kit....259

JOYSTICKS & MICE

38163 CyberMaxx VR Headgear Display....799
32883 Cyberman 3D Controller....43
31148 G Force Flight Yoke....48
37753 Game Zapper....44
24017 GameCard III Automatic....26
33855 Gameport 2000 Up to 80MHz....26
35133 Gravis Phoenix Control System....82
30825 Thrustmaster ACM Game Card....27
35104 Thrustmaster F 16 FLCS....112

JOYSTICKS & MICE

38027 Thrustmaster FCS MKII IBM....63
33344 Thrustmaster Formula T1....112
29863 Thrustmaster Rudder Pedals IBM....104
38156 Thrustmaster TQS for FLCS....112
36656 Wingman Extreme Joystick....43
36655 Wingman Joystick....26

SOUND CARDS

28247 Gravis UltraSound....118
39030 Gravis UltraSound Ace....82
26292 Gravis UltraSound Max....166
33725 Gravis UltraSound Midi Adapter....35
35482 Roland SC 7MAC Sound Module....201
35481 Roland SC 7PC Sound Module....211
32530 Sound Blaster 16 MCD....136
32533 Sound Blaster 16 MCD ASP....172
34807 Sound Blaster 16 Value Edition....93
37033 Sound Blaster AWE32 Lite....172
34661 Sound Blaster Pro Value Ed....74

800-228-7449

CUSTOMER SERVICE, CALL 508-443-6125 9am - 5pm EST

NOW ORDER 24 HOURS ext.359

Complete on-line catalog with over 5000 software and hardware titles.

- Prodigy - Computer Express
- Internet - info@cexpress.com
- www :http//cexpress.com:2700
- CompuServe - GO Express
- AOL - Computer Express
- eWorld - Computer Express

.No surcharge is added to credit card orders. .PO's, wire transfers, personal and cashiers checks accepted. .Some items are not returnable. Returns require authorization # and are subject to 15% restocking fee. .All items offered for sale are subject to availability. .We are not responsible for typographical errors. .Shipping and handling charges apply. .Worldwide shipping! .All prices are subject to change without notice.

COMPUTER Express

31 Union Ave. Sudbury, MA 01776 Info: 508-443-6125 Fax: 508-443-5645

Product Information Number 94

MAKING THE UPGRADE

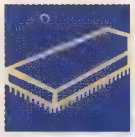
HOW TO BOOST YOUR GAME SYSTEM

by Charles Brannon

Today's state-of-the-art games require more from your computer: more computing power, memory, speed, and more storage space. While yesterday's games ran fine on a 386-based PC with just four megabytes of memory, the newest games require a full-blown multimedia computer with a *fast* 486 or Pentium, local bus video card, at least eight megabytes of RAM, and dozens of megabytes of hard disk space for each game you install. Keeping your computer up to date is always a challenge — it's like trying to hit a moving target. But fortunately, the cost of upgrades — indeed, entire computer systems — always goes down, even as the demands for top-of-the-line games go up.

Before making an upgrade decision, though, you should take stock of your current setup and decide *how much* you need to upgrade and if it's more economical to sell your current system and buy a new one. Not everyone can go that route, though, and upgrading a piece at a time may be the best way to go if you only have so much money to spend, at any given time.

Deciding which upgrades make the most sense for you — and will make the most of your money — depends on you, on your system and the amount of money and effort you're willing to invest. So first off, check the chart on the opposite page; it should help you to understand the upgrade paths available to you, the benefit you'll derive from each, and which are most cost effective in your particular case. Then we'll take a closer look at each option.

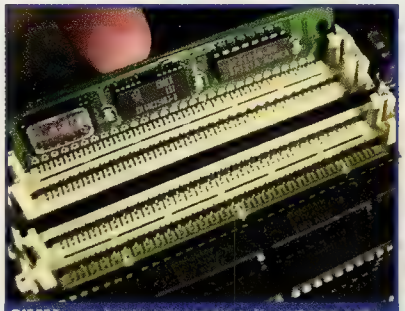


More Memory

The Random Access Memory (RAM) in your computer stores programs and data that the CPU (that's Central Processing Unit, or microprocessor) needs to run the game, display graphics, and play sound. For many DOS games, the most desirable memory is conventional memory — the first 640K of RAM. You can't add any hardware to maximize this RAM, but there are software products — such as QEMM, 386Max, and the Memmaker built into DOS version 5.0 and greater — that can optimize the memory you already have in your computer. The trick here is to keep as much of this conventional memory available as you can.

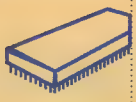
Freeing up that base memory can be a pain, but the real upgrading comes in when you get beyond that first 640K. Most games also require XMS, or extended memory — memory beyond the first megabyte of RAM. You can also use the memory managers we just mentioned to configure some of extended memory as expanded memory (EMS), which used to require a separate type of plug-in memory card.

Today's games require a lot more RAM than they used to, which means that no matter what you do, you should definitely consider upgrading to more RAM. And although most of today's hottest games run only in DOS, we'll probably see a whole lot more PC games being designed for Windows (specifically Windows 95) in the coming year. If you're running Windows, and your computer has only four megabytes of RAM, you're going to need additional memory more



SIMMs are fairly easy to install, and can only be inserted the correct way — assuming you don't force them!

Which upgrades are right for you?

Upgrade	Benefit	Downside	Difficulty	Cost
More memory 	Much better Windows performance.	Won't necessarily improve DOS games. Won't improve your speed very much if you already have 8MB. You may have to remove existing RAM to add new RAM.	Open case, insert SIMMs correctly. Sometimes tricky. (10-15 minutes)	About $45 per megabyte.
Faster CPU 	Faster overall speed.	Speed increase not as dramatic as you may hope for. (About 70% faster for a DX2.) Pentium Overdrive may not work correctly with many computers.	Open case, remove old CPU, pop in new CPU. Adjust motherboard jumpers. (10-15 minutes)	Between $150-$400, depending on how fast you want to go.
Accelerated local bus video card 	Much faster Windows graphics.	DOS graphics aren't usually sped up quite as noticeably. Local bus motherboard required for best results. Driver software can be buggy.	Open case, remove old video card, insert new card, install software.	Between $150-$1,000, depending on how nuts you are about graphics.
Faster CD-ROM drive 	Smoother video playback, better gameplay when running directly from CD.	Software designed for 2X drives doesn't take full advantage of 4X drives. DOS limits overall throughput of 4X drives.	Open case, swap out drives and possibly cards. Install new software. (30-60 minutes)	Drive only: $150-$200. Multimedia kit: $300-$500.
Larger hard disk drive 	Today's games and apps. require more disk space than ever. Larger drives are usually faster.	New drives may not work well with some old drives, necessitating replacement. Some computers have trouble with drives larger than 512 megabytes, requiring special software or BIOS upgrades.	Back up existing drive, open case, insert new drive on same cable, change jumpers, possibly install software.	About $0.35 per megabyte.
Upgrade sound card 	Gameplay more realistic and exciting with better sound and music.	You might need to upgrade both CD-ROM and sound card simultaneously if old CD-ROM plugs into old sound card. Possible hardware conflicts.	Uninstall old software. Open case, remove old sound card, insert new sound card, install new software.	Between $100 and $300 depending on features, or included with multimedia kit.

The New Falcon MACH V Pentium 100 MHz:



SPEED LIMIT

90

MHz

NO LIMITS.

"if you want to go all out for games, the Falcon is the best bet for your money."
-Paul C. Schuytema, Computer Gaming World

" The Pentium 90 they sent me is a beautiful piece of work, primarily because they don't look for the lowest bidder when shopping for standard componentry.
96% Overall Score "
- Ted Chapman, Computer Game Review

NEW!
BIGGER HARD DISK -
SMALLER PRICE!!!

intel inside
pentium PROCESSOR

THE FALCON MACH V: THE ULTIMATE GAMING MACHINE ™

If you don't care about playing games, buy any computer.
If you don't care how fast your games run, buy any "multimedia" computer.
If you're a serious gaming enthusiast, you need a MACH V Gaming PC.

The MACH Vp-100 MHz Pentium - **NOW ONLY $2,795!**

Standard features as of 6/1/95:

- Intel Pentium™ 100 MHz Processor
- 100% Compatible with All IBM™ PC Software
- Falcon PCI Bus Motherboard, 256K Cache exp. to 1 meg
- 64 Bit PCI Graphics Board with 1 Megabyte - 16.8 Million Colors!
- Falcon PCI Bus Enhanced IDE Hard Drive Controller
- 8 Megabytes of RAM expandable to 128
- 1.44 Floppy Drive
- 730 Megabyte Enhanced IDE 8ms Hard Drive with 128K Cache -NEW!
- 195 ms QUAD-Speed CD-ROM Drive
- Creative Labs SoundBlaster 16™ & Shielded Multimedia Speakers
- CH Products FlightStick PRO™ 4 Button Joystick with Viewing Control
- CH Products Automatic Speed Sensitive Dual Gameport
- Mini Tower Case with 250 Watt UL approved power supply
- 14" Non- Interlaced Super VGA Monitor, .28dp, Edge-to-Edge Display
- 101 Key Keyboard, 3 Button Serial Mouse
- MS-DOS, Windows™ (latest versions) & 10 free CD-ROMs!
- One Year Parts & Labor Warranty, One Year On-site Service
- UL, CSA, TUV and FCC class B certified
- 16550 UARTS, Temperature sensitve fans, Customized BIOS and many other unique features!

Each MACH V is custom built to meet your specific needs. There are hundreds of options to choose from. When you're ready to buy, please call or fax us for the latest quote.

To Order Call:
1-800-258-6778



VISA,MasterCard & Discover Accepted
Financing Available On Approved Credit.

Trademarks are the property of their respective owners

Product Information Number 102

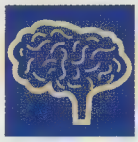
FALCON NORTHWEST
263 South Bayshore Dr. Coos Bay, OR 97420
Ph: (503) 269-0775 Fax: (503) 267-2575

than any other single upgrade. Get at least a total of eight megabytes, and go ahead and get 16 MB if you can afford it.

Memory comes on tiny cards called SIMMs (Single Inline Memory Modules), and is available in 256K, 1 MB, 4MB, 8MB, and even 16MB per SIMM. Be aware, though, that you only have a limited number of SIMM sockets on your computer's motherboard (the main circuit board). So if you only have four sockets, and they're currently filled with 1MB SIMMs, you'll have to discard (or sell as used) your old memory to make room for larger SIMMs. Even if you have eight sockets, think carefully before you add four more one-megabyte SIMMs — you'll only have to discard them later if you want to go to 16MB.

Other caveats: make sure the new SIMMs are compatible with your computer and your existing memory. Get "fast page mode" RAM with a speed of 70ns (nanoseconds). And check your motherboard for compatibility; older motherboards use 30-pin SIMMs, while new computers use 72-pin SIMMs. Most motherboards require SIMMs with parity support, so be sure to look into that, too.

Finally, if all this sounds too daunting, take your computer into a service center or computer store for this upgrade; it may cost you $20 or so over the cost of the RAM, but it'll be worth it for the peace of mind.



Faster CPU

Before the advent of plug-in CPU upgrades, you had to replace your computer's entire primary circuit board, the motherboard, to upgrade your computer's microprocessor — the real computer inside your computer. Replacing the entire motherboard is still the best upgrade choice if you're moving from a 386 computer, though, since a 386-to-486 upgrade chip, although easy to install, won't be as fast as a true 486 chip in a true 486 motherboard. A new motherboard is also the only way to upgrade from standard ISA card slots to VESA or PCI local bus slots — and this upgrade is practically a necessity for fast game graphics, especially under Windows. A motherboard swap is best done by an experienced computer technician, but you can probably install your own CPU upgrade.



The Pentium OverDrive chip integrates a miniature cooling fan. If the fan fails, the chip shifts into UnderDrive (low speed) to prevent overheating.

Intel sells three types of chips designed especially as upgrades: the 486 DX2, the DX4, and the Pentium OverDrive. The 486 DX2 replaces a 25MHz 486 SX-25, SX-33, or DX-33 with a clock-doubled version. Clock-doubled means the chip runs internally twice as fast, yet accesses memory at the same old speed (for compatibility). So you don't really get twice the speed — more like a 70% boost. (When replacing an SX chip, you also benefit from the addition of a fast on-chip math coprocessor, but this rarely speeds up game play.)

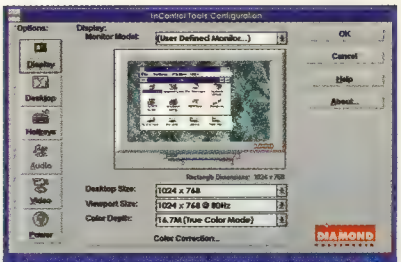
The DX4 (the 4 stands for 486) is actually a clock-tripled CPU. The DX4-100, which replaces a 486 SX- or DX-33, can give you almost the same speed as a 60 MHz Pentium.

The Pentium OverDrive chip is a 63 MHz Pentium core that has had its 64-bit data path (the pathway for shuffling data to and from the CPU; the more bits, the wider the path and the more data you can process at once) lobotomized for the sake of the 32-bit path on a 486 motherboard, so you don't get full Pentium performance. If your motherboard fully supports the Pentium OverDrive (which requires a special socket and write-back cache support), your computer will run about two to three times faster.

Installing the upgrade CPU is fairly quick and easy. If your computer has a second CPU socket, all you have to do is plug the upgrade in. If you have a Zero Insertion Force (ZIF) socket, you simply pull up on a little handle to release the old CPU, and then drop in the new one. If you don't have a second socket or a ZIF socket, you can use the included chip-puller to remove the socketed CPU before plugging in the new one. You'll then usually have to change some jumpers on your motherboard, to tell it that you've upgraded its "brain." Check your system board's documentation for details, as they vary depending on the board's manufacturer.

In fact, you should make sure you have the information you need, such as jumper settings, *before you buy* your upgrade CPU. For best results, especially with the Pentium OverDrive, check with Intel to make sure your computer is supported (800-525-3019), and get the appropriate technical notes for your machine via FAX-Back (800-525-3019).

Intel is not the only player in the upgrade CPU business. AMD also sells clock-doubled and clock-tripled microprocessors (800-222-9323). There are also kits from companies like Cyrix that can boost a 386 machine to 486-class performance, and even ways to upgrade a 286 to a 386 or 486. It won't be nearly as fast as a real 486, though.



Diamond's InControl Tools offers plenty of bells and whistles for Windows graphics, such as panning and color/resolution switching.



Accelerated Video Card

Once you've got plenty of RAM and a fast CPU — and those fast VLB or PCI local-bus slots — the next hot spot in Upgradeville is your video card. If you still use an ordinary Super VGA graphics card, you're in for a treat. You can buy a low-end but impressively fast local bus accelerated video card for under $200. While you'll notice the speedup most in Windows, some of these cards also improve DOS game graphics. Accelerated video offloads most of the burden of graphics processing from the CPU to the graphics card, and so you may not actually need a CPU upgrade to get fast graphics. Some new video cards also support scaling/interpolation/color-conversion (all important for fast game graphics), and even DCI support — which lets you play movies in a fairly large window, or even full-screen, without the expense of any special MPEG boards.

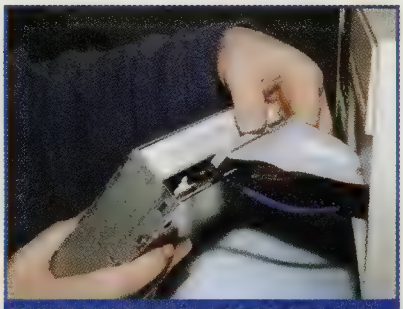


CD-ROM and Sound Card

When most people talk upgrades, this is usually what they're referring to. The old one-two, the CD-ROM drive and sound card. For the last couple of years, this has been the upgrade of choice; that's why they call 'em upgrade kits, and their popularity has meant continuing refinement in components and ease of installation, as well as a steady lowering of prices.

You can buy each component separately. But if you don't have a CD-ROM drive *or* sound card — or if yours are the old single-spin, 8-bit variety — this two-step upgrade makes an awful lot of sense. To get the best around, look for a kit featuring both a 16-bit sound card (preferably with wavetable synthesis) and a quad-speed CD-ROM drive.

If you're stepping up from an older CD-ROM drive, first remove any drivers or lines from CONFIG.SYS and AUTOEXEC.BAT that pertain to that drive. Then open your case. Locate the CD-ROM drive, unplug any cables attached to it, remove the screws holding in the old CD-ROM, and slide it out. Also remove the old CD-ROM's interface card, and detach the audio cable from the sound card. If the CD-ROM drive's data cable is also plugged into your sound



It's easier to plug in the cables *before* you insert the new CD-ROM drive into the case.

card, you may also need to replace the sound card — unless the CD-ROM comes with its own interface card.

Installing the new drive is more or less the reverse of removing the old one. If you're adding a CD-ROM for the first time, open the case and check to see if you have an unused 5.25" drive bay. If not, you may need to remove your old 5.25" floppy drive. If the new CD-ROM is an IDE (ATAPI) drive, it will usually attach to the second connector on your hard drive's ribbon cable — unless you already have two hard drives, in which case you'll have to buy a sound card with IDE support, or a secondary IDE card. If you do add an IDE CD-ROM, you may need to reconfigure the jumper settings on your hard drive to set it as "Master, with slave attached" (see next section).

Again, the easiest and neatest way to get the job done is to buy a multimedia upgrade kit, which typically comes with a CD-ROM drive, sound card, speakers, and accessories like a joystick or microphone, as well as a bundle of CD-ROM titles. Many of the multimedia kits feature a videotape to make it very easy to do it yourself, but you'd still be well served by reading the manual — especially if there are any jumper settings on the sound card or CD-ROM interface card.

One more sound upgrade to consider: If you have a 16-bit Sound Blaster compatible sound card, you may be interested in a Wave Blaster compatible add-on card (daughterboard). As the name implies, this card attaches directly to a connector on your existing sound card. Instead of using synthesized electronic sound for music, a wavetable card plays music using digital recordings (samples) of actual musical instruments. If music means anything to you, this upgrade is well worth the cost. You really won't believe how much better your system will sound because of this upgrade.



Hard Drive

If you're struggling with a 200MB hard drive, you already know you need more storage space. Disk compression can only do so much, and as games get more advanced, they also tend to take up more space. Fortunately, hard-drive prices have never been lower — around 40 cents per meg of storage space, compared to an average of a dollar or more a meg just a year or so ago.

Before opening your case and upgrading any component, it's a good idea to back up your hard drive; but it's especially important when you're upgrading the hard drive itself. If you don't have a tape backup unit, it may be impossible to copy your hard drive to floppy disks, but at least back up your own files — you can always reinstall your original software if you still have the diskettes or CD-ROMs. If your computer came with software preinstalled, you probably also have a program on your computer that can generate installation diskettes for you.

You'll probably be adding a second IDE hard drive to your system, so you'll have to decide which one will be the Master (drive C:) and which one will be the Slave (drive D:). You almost always have to set jumpers on the drives to set their identity as Master or Slave (or you may need to change the C: drive from "Master" to "Master, with Slave Attached"). If you can't determine this for the old hard drive, or if your old hard drive doesn't cooperate with the new one (it can happen with older drives) you may have no choice but to back up your old hard drive, then replace it with the new one and restore the data to it from your backup files.

If the new hard drive is bigger than 512 megabytes, you may have a problem: large drives like this just aren't compatible with the standard BIOS (system software) of many older computers. While you can sometimes get a BIOS upgrade from the manufacturer that supports Logical Block Addressing (the best way to access a large drive) or a new IDE card with its own enhanced BIOS, you may also be able to use a software utility (included with some drives) to fool your computer into accepting the new larger drive.



Dream On...

Even applying just a few of these upgrades can make a big difference in your gameplay. Faster CPUs, CD-ROM drives, and graphics cards let you play smoother video in a larger window on your screen. If the game is designed to take advantage of your new hardware, you'll get better animation, more realistic sound effects, and less waiting between levels and menus. You'll have more hard-disk space for those drive-hungry installations. And while you may not yet have the *ultimate* game system, you're certainly one step closer to your dream machine.

PCG

Inside The Machine

Eight Tips to Get You Started

If you've never opened your computer's case, here are a few pointers to keep you on track:

- ✓ Back up all your data onto floppies, and make sure you have installation disks or CD-ROMs for your software, in case the unthinkable happens and you somehow wipe out your entire hard drive.
- ✓ Remove any old software for the hardware you're removing, *before* you install the new hardware. The old drivers won't work, and will cause problems when you install the new software. For Windows, switch to the standard VGA driver before installing a new video card.
- ✓ Only remove the screws that physically attach the removable case to the rest of the computer. Don't remove the screws that attach to the power supply (the part with the fan), and definitely don't open the power supply box itself — it's the only source of high voltage inside your computer.
- ✓ Protect your computer from the high voltage coming from your body — static electricity can destroy components, even if you don't feel a spark. Wear a disposable wrist grounding strap, or at least touch the metal case of the computer periodically to keep the static discharged. Turn off the computer before you work on it naturally, but keep it plugged in to keep it grounded.
- ✓ When installing a CPU upgrade, make sure pin 1 on the chip is aligned with pin 1 on the socket — that corner is usually distinctively shaped or notched. If in doubt, don't turn the power on until you've confirmed proper insertion.
- ✓ Make sure all interface cards and SIMMs are firmly and completely plugged into the sockets, but don't force anything. Check this if the computer won't boot up after you've installed something new, or if it beeps plaintively at you.
- ✓ Before closing up the case, make sure you haven't accidentally dislodged any cables. Make sure any new drives are cabled up and have a power supply connection.
- ✓ If you have hardware conflicts (symptom: the computer won't start, or your new hardware isn't recognized), you may need to inventory your equipment to determine which I/O addresses, IRQs, DMAs, and upper memory blocks are being used by all the hardware in your computer. If you can't change the settings on the new card (sometimes configured by a software utility, sometimes via jumpers or switches), change the settings on the card it's conflicting with.



Now any Tom, Dick or Harry can play the Skins game like any Tom, Jack or Arnold.



Now you can score better than the pros in the most exciting interactive CD-ROM golf game ever, The Skins Game at BIGHORN.™ It's the first game with actual film of BIGHORN™ Country Club. With real flyovers to help you anticipate your shots on all 18 championship holes. There's even a caddy with an edgy sense of humor.

And while the golf is challenging, you can learn it in seconds. Just choose regulation or Skins, select your club, and tee off. Then experience BIGHORN exactly the way Tom, Jack and Arnold play it.



Learn to play in seconds.



Beautifully produced on film taken at BIGHORN.

So for a Skins game so real it's got everything but the prize money, call 1-800-INTERPLAY or visit a computer retailer near you.

GRIFFIN FATHOM

MACPLAY

Distributed by

Interplay™

BY GAMERS. FOR GAMERS.™

© 1995 The Griffin Fathom Company ™. All Rights reserved. The Skins Game at Bighorn is a trademark of The Griffin Fathom Company ™. The Skins Game is a trademark of OCC Sports, Inc. BIGHORN is a trademark of BIGHORN Golf Club, Westinghouse Desert Communities, Inc.

Product Information Number 112

SK-P-1



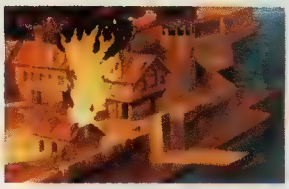
Have you ever wondered what it would feel like to be on top of the world? How about beneath it? There are those who have already experienced such exhilaration. Their names? Columbus, De Gama, Le Maire, Cook and Bougainville – the world's most famous explorers. Now you can create your own adventures in Exploration – a remarkably in-depth game of strategy and world conquest, new from Interactive Magic.

Today, you could be on top of the world.

Before you set sail from Spain, Portugal, England, France or the Netherlands, you tour your home port. Oversee the construction of your shipyard. Enlist your crew. Equip your ship. Buy and sell commodities. In fact, you may even want to make a trip to the local banker for information about funding your expedition. After surviving possible mutiny and vicious battles with rival ships, you may be lucky enough to reach the New World. However, your journey is far from over. You must now embark on your quest to found a colonial empire. Conquering villages, winning over the natives and tilling the land are but a few of the challenges facing you and your weary crew.

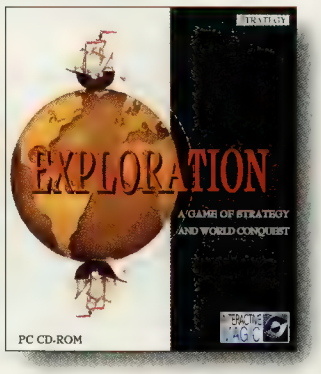


Exploration



The graphics are nothing short of brilliant. Complemented by unlimited, realistic animation scenes, every new game brings new territories to conquer. New adversities to overcome. The adventures and newfound fortunes are virtually limitless.

Tomorrow, beneath it.



For more information on Exploration, simply give us a call at 919-461-0948. The New World awaits your arrival. Do you have what it takes to make it there?

INTERACTIVE MAGIC

A game of strategy and world conquest for PC CD-ROM.

© 1995 Interactive Magic

Product Information Number 109

BEER AND SCHMOOZING in Santa Clara

A Visit to the 1995 Computer Game Developers' Conference

Santa Clara, CA

April 22-25

by William R. Trotter

This year's CGDC was the biggest, by far, ever held, and *PC Gamer*'s Man on the Scene, Bill Trotter, covered it from the opening reception to the last roller coaster ride. Here is his frontline dispatch.

Welcome to the Hotel California!

The flight from Greensboro is long, and I feel grubby. Before seeking the Santa Clara Convention Center and picking up my press badge, I want to unwind a while at my hotel, perhaps slip into the hot tub for a bit, order a cheeseburger from room service, sit by the window and watch the twilight deepen over the soft green hills that form the eastern rampart of Silicon Valley...you know: some get-it-together time before the madness starts.

I begin to suspect that this fantasy scenario is Not Going to Happen when I locate my rental car (a Ford Escort painted in an unusual shade of metallic Pepto-Bismal) and observe that it has *no license plate*. I mention this to the rental car lot attendant.

"That's okay," he says, "you have a 'new-car' sticker on the back window."

I point out to him that said sticker is unreadable from a distance of two feet and virtually invisible from farther out; I also remark that, with every cop in North America looking for "John Doe No. 2," the last thing I want to see in my rearview mirror is a flashing blue light.

"Look," he insists, "It'll be okay. It's a California Thing."

Evidently it is, since I pass numerous patrol cars during the next few days and none of their occupants pays me the least bit of attention.

My accommodations, when I find them, turn out not to be in one of the convention hotels at all, but in a skoad-pit of a downtown motel. Forget the hot tub — this fleabag doesn't even have a pool. Or a restaurant. And the only view from my room is of a flyblown cafe across the street named *El Pollo Loco*.

I also discover, while turning on the water for an urgently needed shower, that the bathroom is swarming with ants. I don't even want to *begin* to speculate why (visions of chainsaw-wielding Colombians hastily sluicing blood from the porcelain...). These adorable little fellows will be my room-mates for the next four nights, and their antics will be a great source of mirth and entertainment.

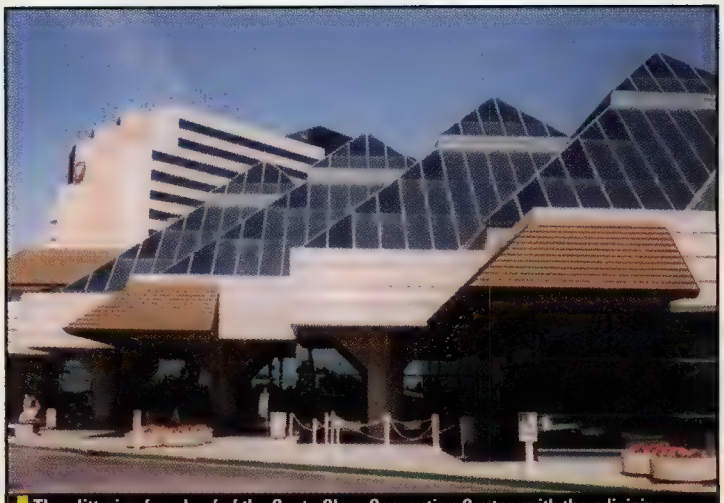
The opening reception, on the night of Saturday, April 22, runs from 7 p.m. to 10 p.m. By the time I locate the Santa Clara Convention Center, it's 8:30 and by the time I get my official badge, it's closing in on 9 p.m.

It's easy to find the reception — just follow the din into the grand ballroom, where disco-style lighting and pounding music throb and bodies writhe. I've worked up a powerful thirst by now, so I immediately head for the nearest bar and ask for a cold one.

"Sorry. No more beer."

A quick trip to the closest *hors d'ouevres* table reveals that there is no more food, either. All of the bars and food tables, for that matter, look as though they've been pillaged by a horde of ravenous Visigoths. Oh well, I spotted a Denny's on the way here...

Time to mingle. There's a great babble of conversation on all sides, some dancing (couples and solos), and over in one corner a line of folks taking turns hurling themselves at a Velcro wall.



The glittering facade of of the Santa Clara Convention Center, with the adjoining Westin Hotel rising beyond; within, lies a World of Weirdness.

I observe plump, pasty-faced nerds with coke-bottle glasses, thin balding men with long stringy ponytails, New Age space-cadets shod in Birkenstocks, some crew-cut engineer-types who look as though they should have slide-rule holders hanging from their belts, a fair number of androgynes, at least one avowed transsexual, and some primly-dressed, socially awkward visitors from places like Russia, Singapore, and

Czechoslovakia, all of whom have that deer-in-the-headlights expression of people who are wondering what the hell they've gotten themselves into.

T-shirts are the favored form of dress, and none go unadorned by pithy sayings: "And I thought this was going to be my *dream* job...," "It's never too late to have a happy childhood!," "I worked on *Harpoon* and all I got for it was this lousy T-shirt!," "We're weird, we know it, and we like it that way!," and my favorite: "Multiple platforms = Multiple Orgasms."

All in all, it's just your typical cross-section of high-tech Corporate America in the Nineties.

I hang around almost to the end, when hunger compels me to retreat.

The food at Denny's is neither better nor worse than I remember it being. I conscientiously bring the scraps home for the ants.

Dance of the Schmoozers

The CDGC is formally structured around "sessions," of which there are three types:

- Lectures: one or more people standing in front of the room imparting their knowledge/wisdom/experience to the people sitting in the audience
- Sponsored sessions: in which companies explain how best to support their hardware, use their software, or work with them on marketable projects
- Roundtables: small-scale, open discussions, limited to 30 people, in which everyone speaks on a focused topic

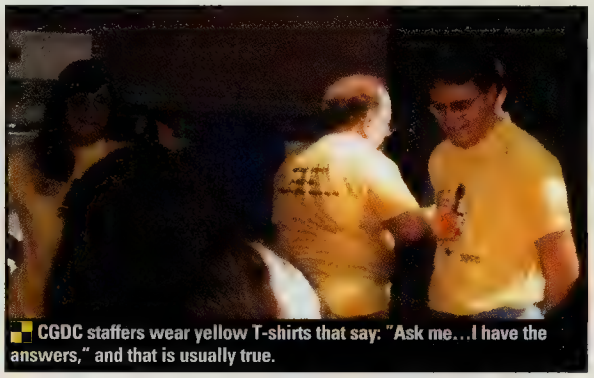
These sessions tend to be intense, and occasionally, when speakers become overly passionate, acrimonious.

Of course, a certain number of sessions — about forty percent at this year's conference — are devoted to highly technical subjects: graphic engines, 3D modeling, video accelerators, speech-recognition technology, VR interface theories, etc.



Lord British (Richard Garriott) chats with *Ultima* addicts at Origin's hospitality suite in the Techmart, across the street from the Westin Hotel.

The rest of the sessions, however, are about *computer games* in all their myriad aspects, and my first task is to sit down with the program-grid and plan how to cover as wide a range of topics as time permits. Certain themes emerge from the general welter of session-titles, aspects of the industry that are clearly major concerns to everyone involved: the problems and challenges of interactivity; the crucial but uneasy new alliances with Hollywood (best summed up, perhaps, in a roundtable session entitled "Geeks vs. Suits"); the moral, legal, and philosophical ramifications of *content* — sex, violence, and gender considerations.



CGDC staffers wear yellow T-shirts that say: "Ask me...I have the answers," and that is usually true.

Each session is scheduled for an hour, and monitors with stopwatches enforce that time limit strictly. Every bit as interesting as most of the sessions, however, are the 30-minute gaps that separate them. These are the Schmoozing Windows, and they are facilitated by a number of Schmoozing Rooms on the second floor of the convention center, well-stocked with coffee, ice, and sodas.

The nut of it is this: the schmoozing is what this event is really all about. At any time of the day, there are at least as many people schmoozing as there are attending sessions.

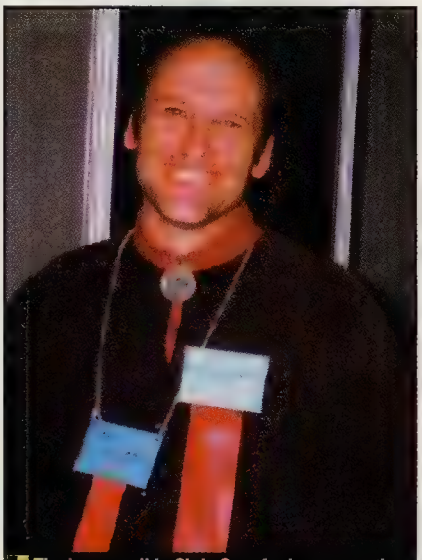
The Dance-of-the-Schmooze (as the program calls it) is part networking conference, part back-fence gossipfest, part soapbox debate, part social ritual, part job-search, and it functions as the Great Equalizer, permitting newcomers to the industry to approach and exchange ideas with legendary veterans on something like equal terms.

Wandering the halls between sessions, I am struck by the energy level. These people are high on what they do! Conversations bubble and seethe, gestures are operatic, debates spirited, metaphors extravagant. Time and time again, I sense an underlying current running through the event and its attendees: there has never been a moment like this in the history of computer gaming. Is it poised to become a mass market medium? Is the ill-defined symbiosis with Hollywood the way of the future, or merely a brief aberration? Which of the many contending paradigms of interactive design will prove viable and which will be dead ends?

For three and a half days I watch and listen, absorbing a thousand fragments of a thousand passionate discussions. After a while, it gets to be Too Much, like being trapped in an endless Robert Altman movie. (I can see the title on the marquee: *SHORT BYTES!*)

There's a fairly strict policy regarding the sessions, one that works well to keep them from becoming ego-trips or forums for corporate propaganda: Each time you go into a session, you're handed an evaluation form that lets you grade both topic and presentation. The purpose of this feedback is simple: a poor speaker is not invited back, even if he or she is the CEO of a major corporation.

Certainly, there's no question about the kick-off speaker on Sunday morning: Chris Crawford on "Interactive Storytelling." Crawford is one of the industry's legends: the author of fourteen published games and four important books on game design, and one of the original founders of the CGDC. Thin,



The irrepressible Chris Crawford waxes enthusiastic about his magnum opus game, *Le Morte d'Arthur*. [*Editor's Note:* See more on Crawford in "The Desktop General" column on page 142.]

shiny-skulled, fever-eyed, and possessed of the metabolism of a hummingbird, Crawford makes a potent guru.

And he gives a terrific speech: droll, animated, utterly prepared, he launches into his topic with messianic fervor. "Interactive storytelling is hell!" he begins, instantly riveting the attention of the overflow crowd, and most so-called "interactive" products on the market he dismisses as "airy foam."

After dissecting traditional "branching" methods of I/A storytelling, Crawford eloquently describes his own "network" system, an enclosed, circular narrative form containing "narrative nodes" where the player makes choices and explores their consequences. During

Ripley's Believe It or Not!

THE RIDDLE OF MASTER LU

A GRAPHIC ADVENTURE

COMING THIS SPRING



For more information call 1-800-943-3664

ENTERTAINMENT

SANCTUARY WOODS

Product Information Number 139

IT'S NOT THE GAME, IT'S THE COMPETITION.

REAL, LIVE, COMPETITION!

TRY IT FREE!



Discover a new world!

Let's face it. You think playing against a computer is fun? It can be, sometimes. But it's missing something: Another living, breathing opponent like YOU! All you need to get your heart rate up is a computer, modem and your ImagiNation!™

Home entertainment, redefined...

ImagiNation has the classic board and card games we all grew up with, like bridge, chess, and hearts. But that's only the beginning. Spend time with a noted actor or writer in one of our regular forums. (It's your chance to ask that burning question the talk show host forgot.) Meet new friends you didn't know you had when you share your interests and hobbies. Come join us for a free tour of The ImagiNation Network.

TRY IT FREE!

The ImagiNation Network delivers the best competition in the country right to your home. And thousands of other opponents are just waiting for you to show up.

It's Easy. INSTALL The ImagiNation Network from the CD that came with this magazine. If there is no CD , fill out the form below and fax it to 415-548-0149, or MAIL it to The ImagiNation Network, 577 Airport Blvd., Burlingame, CA 94010, or CALL 1-800-IMAGIN-1 ext. 921. We'll ship you the software at no charge to you!

It's Easy To Join!

IMAGINATION!™

Get 5 FREE hours on The ImagiNation Network!

YES! Sign me up for 5 FREE HOURS on the ImagiNation Network.

NAME _____

ADDRESS _____

CITY _____ ST ____ ZIP _____

PHONE (_____) _____
(In case we have a question about your order)

MEDIA *(check one)*: ☐ CD-ROM ☐ 3.5" diskettes

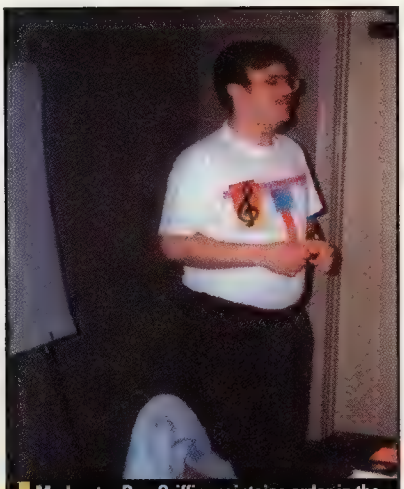
YOUR SIGNATURE _____

The ImagiNation Network requires at least a 386 IBM PC compatible computer, a 2400 baud modem, a mouse, a keyboard, and at least 580 kb of available memory. Use of The ImagiNation Network requires a major credit card or checking account. I understand that my first month's membership is free and that it allows me five hours of network access. I understand there is no risk. If I am not having fun, I can call anytime to cancel my membership. Otherwise I'll just keep having fun!

Offer Source Code: 921. Offer expires 9/30/95. Offer valid to new members only.
© 1995 The ImagiNation Network. All rights reserved. Limit one free trial per household. The ImagiNation Network reserves the right to change features, rates, or specifications at any time. The ImagiNation Network® is a wholly-owned subsidiary of AT&T Corp.

AT&T

Product Information Number 108



Moderator Don Griffin maintains order in the "Wargames" roundtable by threatening to court-martial anyone who brings up the subject of Artificial Intelligence.

the three-and-a-half years Crawford has been working on an Arthurian adventure game, he has devised programming techniques that allow the same basic "node" to be used repeatedly while sustaining the illusion of differentness through changes in context.

"It can be made to work. It *does* work, in my game. But it is enormously difficult and time-consuming. The data per se is simple, but the logic is very complex. I finally incorporated 972 nodes, each with three possible results. That gives me ten to the 200th power's worth of dramatically distinct possibilities — and I consider that just barely adequate for telling a good story."

As I listen, mesmerized, to Crawford's wrap-up, it suddenly dawns on me: this man has spent 3.5 years of his life obsessively developing a game that is essentially *text-based*! This is either madness, or true visionary genius.

And then suddenly, the mood shifts gears like a bus going uphill. Having finished his session topic with a brilliant rhetorical flourish, Crawford stands silently for a moment, and then, in a barely controlled voice:

"Now it's time to say goodbye. This will be my last conference. Things change, relationships grow strained, and I have been voted off of the board of directors."

Absolute silence in the auditorium. This is news to almost everyone, and not good news. Quite properly, Crawford does not air his grievances in public, but merely alludes to a schism within the board, a disagreement about his shares of stock in the organization, and a potentially messy lawsuit that is pending.

"When we started this, nine years ago," he concludes, "we set out to build a community where there was none before — now look at us! It's wonderful, it's fabulous! So...thank you."

This dramatic farewell is greeted by a tumultuous standing ovation.

The day's other sessions, while inevitably a bit anti-climactic after Crawford's, yield many insights. In "Hot Content: Dealing With Controversial Material in Games," speaker Daniel Greenberg (President of Paradyme Productions) traces the industry's use of violence back to "the genial cannibalism of *Pacman*" and convincingly argues that the media's and Congress's interest in game content is a direct result of the fact that games are now a mass market, rather than a minor phenomenon. He makes an impassioned plea for game developers to fight the imposition of rating systems, to the Supreme Court if necessary, arguing — quite plausibly, I feel — that the rating systems would be struck down as unconstitutional.

Researchers Margy Hillman and Joanne Odenthal share some surprising data during their "Gender Ghettos" session. Data derived from an extended survey of 1300 kids, ages 5-13, revealed startling *similarities* with regard to what boys and girls look for in games. Both boys and girls liked horror themes, for instance, and *Mortal Kombat* made the "top five" list for both sexes! Both boys and girls liked games that provided "challenge" and "some violence" — although game-features such as alligator pits, booby traps, and attacking monsters were not *perceived* by the girls as being "violent."

When the test group was given the chance to design their *own* game, both boys and girls were equally keen to include mazes, treasures, multiple levels and obstacles, and multiple lives for their characters. And there was no significant problem with boys playing a game featuring a female lead character.

Some of the conclusions from this fascinating session: "We must not create 'games for girls,' based on the common cultural assumptions of a generation ago. Give girls a fantasy they can live into in a game. Show us ourselves in games, and we'll buy them. Build games *with* girls, not *for* girls."



Financial Analyst Lee Isgur discusses "The State of the Industry" in bottom-line terms. His forecast: guardedly optimistic.

The 800-lb. Gorilla Wants to Play Games

If there is one topic that dominates the schmoozers' conversations more than any other, it is the unveiling of Windows 95 as a gaming platform, and the concomitant arrival of Microsoft as a major player on the gaming scene.

That arrival is viewed by some with a jaundiced eye. Microsoft is, after all, the Ma Bell of the computer industry, a powerful and sometimes even ruthless corporation with a market value of around $50 *billion*. At different times and by different people, the "800-Lb Gorilla" has been admired, envied, and feared — never ignored.

But until recently, Microsoft itself has all but completely ignored the field of computer gaming. Now the giant corporation is launching a major push into the field and no one is certain what the impact of that move will be — except that it will surely be enormous. As one game developer remarked to me during a coffee-and-Danish schmooze, "The thing that scares me is that all of a sudden their damned games are starting to get good!"

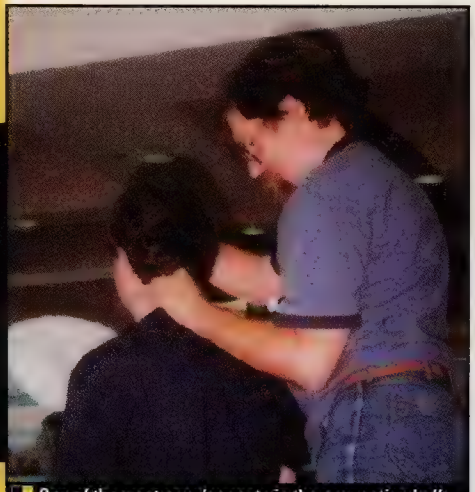
Microsoft's big push is based on the assumption that Windows 95 will prove to be a *great* gaming platform — and one that is so easy to use, moreover, that it will make computer gaming attractive to a huge new audience. Great skepticism has greeted this proposition in the gaming community, for the original Windows program proved to be an absolute *dog* of a gaming platform, and for much of the time Windows 95 has been in development, Microsoft seemed utterly oblivious to the needs and interests of gamers.

So how come they got religion all of a sudden? At the firm's roll-out presentation on Monday afternoon, Microsoft's "Game Technology Evangelist" — a rotund, bearded, winningly affable fellow named Alex St. John — listed the reason in a frank and reasonable manner: because there's a potential here to make a lot of money, whereas in previous years, the intake of the entire computer gaming industry was nothing but pocket-change to Microsoft.

As of today, St. John says, the PC games' market is "suppressed." Although the installed base of PCs is roughly the same as that of dedicated game machines, PC entertainment accounts for only $500 million out of a $5 billion market. This is so, primarily, because of the problems consumers encounter with configurations — getting the stuff to run.

Also suppressing the market are the costs, to developers, of creating install programs that will work with a huge variety of hardware options, the resources wasted on customer support (80 percent of all support-line calls are related to config. problems), and the fact that customers who have unpleasant experiences trying to run a game are not likely to be *repeat* customers.

What does Microsoft want to accomplish by emphasizing Windows 95



One of the most popular spots in the convention hall: the "free massage" corner. Here we see Ray Greer, of "Flying Hands Massage," working the kinks out of a weary attendee's neck.

as a game platform? Again, St. John's remarks were to-the-point: eliminate MS-DOS forever, along with all the complexities inherent in it; increase the demand for PCs; increase mass-market demand for PC games; and, of course, sell lots and lots of its very own operating systems.

Next comes an impressive demonstration of how easy game-installation is with Windows 95: just pop in the CD, click, and play. Under the Microsoft system, games will run at the same speed on a 486/66 machine as they will on a Pentium 90 PC. Games can be run in traditional Windows screens or as full-screen applications. Online and network gaming will become a piece of cake. And animated graphics — long considered the Achilles Heel of Windows — certainly don't seem to suffer. The much-demonstrated "Fox and Bear" bit of animation ran smooth as silk at a rate of 72 frames per second, as fast as the monitor screen could refresh itself.

Is Windows 95 the millennial solution, the magic wand that will triple or quadruple the PC games' market? Microsoft is betting heavily that it will, and is making SDKs (software development toolkits) readily available to any game company that wants them. An indication of the future may be found in the news, heavily discussed in schmoozing sessions for the rest of the conference, that developers such as Origin — who once proclaimed they would NEVER, EVER design games for Windows — are lining up to get their SDKs and gleefully contemplating a quantum leap in sales.

To kick off their Windows 95 campaign in typically gargantuan style, Microsoft has rented the entire Great America amusement park (a block from the convention center). Following a lavish BBQ dinner, with spicy live zydeco music, attendees are turned loose on the rides for three wild hours.

A sizable contingent from *PC*

You've Come a Long Way, Baby...

For a yardstick to measure the tremendous changes that have reshaped computer gaming in less than a decade, consider the phenomenal growth of the Computer Game Developers' Conference (CGDC):

The first conference was held in Chris Crawford's living room in 1987 and was attended by **27** people. This year's three-and-a-half-day event was attended by approximately **2,400** people, from as far away as **Melbourne and Moscow** — a 50% increase over 1994's registration.

Most of the original 27 attendees were present in Santa Clara, and all had vivid recollections of the excitement that was generated by that first meeting. It marked the first time this band of rugged individualists had gathered under one roof, to pool their knowledge, insight, and expertise in the industry. Recalled Tim Brengle, one of those first-time attendees: "We weren't isolated any more, and that was exciting."

By the end of 1988, the event had been restructured as a formal hotel-based conference, and a board of directors had been elected. By 1991, the basic philosophy had evolved: the CDGC was to be a closed conference, for professionals only, and — although vendors were welcomed to display their wares in the Expo area — the event would never be allowed to degenerate into another trade show.

Why such rapid, indeed explosive, growth for an event which is publicized only by word-of-mouth and which is entirely closed to the general public — even the game-playing public?

Board member Anne Westfall attributes the conference's rapid growth to two factors: our society's increasing interest in multimedia and interactivity, and the recognized quality of the event itself. "At most computer industry events, the spotlight is on vendors marketing new products," said Westfall. "But the meat of our conference is the lectures and roundtable discussions. We want to create a forum in which people in the industry can learn from each other and share ideas. Our stated goals are our *real* goals." And here they are:

- To foster information exchange among professionals in the computer and video game industries;
- To strengthen the network of personal relationships in this community;
- To increase artistic and financial recognition for members of the community;
- To enhance the quality of entertainment software.

Another factor driving the expansion of the CGDC is the sheer numbers of people coming into the industry. In 1988, there were less than a thousand people designing games. Today, there are well over **10,000**, the majority of whom have entered the field within the last five years.

"There has been an explosion of interest in multimedia and interactivity in recent years," said Susan Lee-Merrow, current board president. "People are just pouring into the industry. They're in desperate need of education as to what this business is about, and that's why so many game companies send their new employees to the conference."

The challenge for the immediate future will be controlling and managing growth. Until now, the event has been staffed by the board of directors and volunteers, aided by a small but growing number of hourly employees. But with almost 2500 registrants filling up a major convention center, both the logistics and the budget have become formidable.

"The bad news *and* the good news is that the Conference has grown beyond our ability to manage it," said Lee-Merrow. "The bad part is that the board members all have day jobs they want to keep, but the Conference can no longer be run by them plus five or six spare-time people. It's far, far, too big. But that's also the good news — this growth has come about because the event truly fills a need for the thousands of developers out there who are serious about their craft."

Serious? Oh yes, very. But they also sure know how to throw a most excellent party!

WORLD OF ADEN™

THUNDERSCAPE

SSI's all-new WORLD OF ADEN™ is a big, brawny, boisterous realm! Driven by *mechamagic* – the marriage of steam-age technology and ancient sorcery– Aden is a huge world of unbridled imagination and limitless possibilities. THUNDERSCAPE™ is your maiden voyage into the WORLD OF ADEN. It is the time of *Darkfall*, a mysterious blight that stains the land with its spawn – mindless horrors known simply as *nocturnals*. Aden will fall unless a true hero rises to lead the way out of the darkness. This masterpiece features raucous combat. Deadly traps. Brain-draining puzzles. Killer graphics and sound. It's everything you'd expect in an SSI fantasy role-playing adventure... and more! *Come, a whole new world beckons!*

THE DAWN OF A WHOLE NEW GAME WORLD FROM SSI!

On CD-ROM for IBM and Compatibles

To Order: Visit your retailer or call 1-800-601-PLAY with Visa/MC (North America only).

Screens shown: 256-color SVGA.







SSI

A MINDSCAPE® COMPANY

WORLD OF ADEN and THUNDERSCAPE are trademarks of Strategic Simulations, Inc. ©1995 Strategic Simulations, Inc.

Product Information Number 144

HURL INTO THE FUTURE

- "...a breathtaking white knuckle racing game in the truest form of 3D virtual environments." –Dimension 3
- Players compete as one of ten different pilots, each with their own Slipstream aircraft equipped with specialized features and weapons.
- Head-to-head competition via split-screen or two computers networked.
- Full track preview to analyze any of the ten exotic circuits.
- Instant replay feature.
- Available for PC CD-ROM.

EXPERIENCE THIS FAST AND FURIOUS AERIAL COMBAT RACING GAME... IF YOU CAN STOMACH IT!

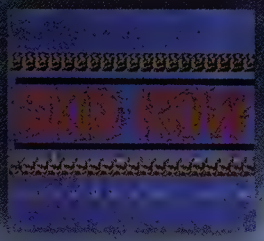








SLIPSTREAM 5000 INCLUDES BONUS CD FEATURING *MY ENEMY* AND AN ADDITIONAL TRACK FROM SKID ROW. *SUBHUMAN RACE* AVAILABLE ON ATLANTIC RECORDS CDS AND CASSETTES – IN STORES NOW!



THE SOFTWARE REFINERY™

Distributed by

Gremlin

FRONT STREET PUBLISHING

From Gremlin Publishing
303 Sacramento Street
San Francisco, CA 94111

SLIPSTREAM © 1995 GREMLIN INTERACTIVE LIMITED. ALL RIGHTS RESERVED. FRONT STREET PUBLISHING IS A TRADEMARK OF U.S. GOLD, INC.
SKID ROW © 1995 WORDIKS MUSIC, ASCAP. ALL RIGHTS RESERVED. © 1995 ATLANTIC RECORDS CORPORATION FOR THE U.S.

Product Information Number 152



Editor Matt Firme contemplates the potential impact of Microsoft on the PC games' market, while Mrs. Firme — as usual — pretends not to know him.

Gamer is on hand, and the highlight of the evening, for all of us, is Editor Matt Firme's blood-curdling cry of "Jumping God!!!" as the steel cage containing him, Disc Editor Joe Novicki, and their wives starts a sheer 80-foot drop from the top of a ride called, simply, The Edge.

In the Belly of the Feast

Climaxing the conference is the Grand Banquet — attended this year by so many people that it has to be held in two huge ballrooms, each containing large video screens so that no one will miss anything or anybody.



One of the pleasanter parts of the convention: daily *al fresco* lunches served beneath a copse of beautiful willows.

Banquet tickets are color-coded so the carnivores and the leaf-eaters can dine on appropriate vittles (the sign in the lobby states: "We have dead cow, dead bird, and dead plant..."). The food is good and portions are ample — but then at $40 a plate, one would expect them to be...

The parade of after-dinner speakers is lively and includes an awards ceremony that is this industry's equivalent of Oscar Night — recognition by one's peers, and how sweet it is!

Feature speaker for the evening is Kevin Kelly, editor of *Wired* and formerly one of the founding editors of *The Whole Earth Catalog*. Kelly's address is, for me, one of the highlights of the entire conference — even though I cannot pretend to follow all the hairpin curves his thinking takes, or comprehend all the connections he assumes valid. A blend of passionate prophecy, eccentric metaphor, New Age technobabble, and my-doctor-said-Mylanta optimism, this speech somehow encapsulates the whole bizarre *zeitgeist* of the conference and those in attendance.

Part of the dizzying, dislocating effect of Kelly's speech come from his halting, ellipsis-filled delivery, which make his themes and ideas come out like staccato little jazz riffs, rather than polished rhetorical conceits. A couple of excerpts, ellipses and all, will serve to give the flavor of the whole:

"...uncertainty about the things that we make will only become greater...things are churning, not operating Out There the way they used to...we're entering an era when the dynamics, the very fundamentals, of things will be different...we are entering a *neo-biological* age...our machines are becoming biological...we can't eradicate computer viruses, so we deal with them through *vaccines* and *immunization*...it is now possible to *breed* and mutate software, just like biological organisms...

"A large online community is an entity that approaches biological complexity...biology will become the central organizing metaphor of our culture...the revolution today is not crunching, but connection...causality is circular...everything will be connected to everything else...an environment less like a machine than like the ecology of a wetland marsh...in the future, 'gaming' will be a ubiquitous, net-based activity, and the Net itself will have to be perceived as an evolving organism...games requiring a new kind of 'thinking space'...we will find the truth from bits of data rather than from 'truths' inherited from a central authority..."

And remember, folks, you read it *here* first!

(Where are you now, Hermann Hesse, when we need you so?)

Gliders

On the last afternoon of the conference, I witness a scene that seems to sum things up perfectly. On the mezzanine overlooking the spacious lobby of the Westin Hotel, a half-dozen game developers have located an entire carton full of little balsa wood airplanes and have assembled dozens, maybe more than a hundred, and are launching them out into the lobby.

Wafted by the hotel's air conditioning currents, the little gliders perform prodigiously, executing breathtaking loops and long sweet glides that brush the heads of dozens of guests moving through the lobby. Not content with single launches, the game developers start throwing mass volleys of gliders — seven or eight at a time — so that the air above the hotel lobby fills with a veritable dogfight of swarming, colliding planes.

Meanwhile, a poker-faced uniformed *concierge* methodically moves through the lobby, picking up gliders from the floor until he can't hold any more, then taking them outside and dumping them into a waste container.

By the time the concierge returns to the lobby, there are just as many gliders on the floor as he threw away, and dozens more zooming overhead. With a grimace of stoic distaste, the uniformed factotum again collects an armful of planes and carries them to the trash.

After the third trip, he gives up and sullenly leaves the lobby.

The game developers, whooping and laughing, continue to throw gliders until their supply is finally exhausted. Meanwhile, the people in the lobby have picked up their own gliders and are happily launching them back and forth. There are gliders sailing over the hotel's front desk, gliders zooming into open elevators, gliders landing in peoples' drinks at the bar, and a few gliders escaping through the front doors and flying on, free, out into the warm California sunlight and the pure blue sky over Silicon Valley.

As I reluctantly leave, I think to myself: Is this a great industry or what?

PCG



Barbecue and zydeco music go well together — pig-out time at the Great America park.

MISSION CONTROL

Send $5.00 for our 32 page all Adult CD Rom Color Catalogue! Over 21 Only!



IBM DISKS

1830	38
5th Fleet	44
Across the Rhine	47
Advanced Civilization	38
Alien Legacy	41
Arctic Baron	30
Arkania 2 Star Trail	44
Blackbeard	38
Blake Stone: Planet Strike	33
Breach 3	42
BreakThru	38
Cannon Fodder	27
Cyber GO	40
CyClones	45
Dark Forces	49
Deep Space 9 The Hunt	44
Descent	44
Doom II Hell On Earth	46
DreamWeb	37
Dungeon Master 2	39
Fighter Wing Cd-Rom	38
Flight Light	22
Forgotten Castle Awakening	50
Front Lines	44
Heroes Might & Magic	44
Hexx	38
Hired Guns	27
Jorune Alien Logic	42
Lands of Lore 2	42
Lords of the Realm	44
MechWarrior 2	47
MechWarrior 2 Data Disk 1	22
Metal and Lace	34
Nerves of Steel	22
Panzer General	44
Perfect General 2	39
Raiden	33
Rise of the Triad	40
Robinson's Requiem	40
SimTower	30
Stalingrad	44
StarTrek NextGeneration	59
The Dig	43
Theatre of Death	27
Third Reich	37
Tie Fighter Defender of Empire	24
Timeout Sports Baseball	27
Victory at Sea	45
X Com Terror from the Deep	44

THRUSTMASTER



F-16 Flight Control	$109
Weapons Control II	$89
Rudder Pedals	$99
Flight Control MK 1	$59
T-1 Driving Pedals	$119

CD ROM HEADQUARTERS

5th Fleet	44	Flight Light Plus	32	Quantum Gate 2	44
7th Guest 11th Hour	69	Full Throttle	42	Quest for Glory IV	49
Absolute Zero	41	Gadget	50	Raiden	39
Advanced Civilization	38	Hammer of the Gods	44	Renegade	44
Alone in the Dark 3	50	Harvester	59	Retribution	38
Arkania 2 Star Trail	44	Hell Cyberpunk Thriller	50	Reunion	38
Avalanche	29	Heretic	50	Rise of the Triad	44
Battle Isle 2200	38	High Seas Trader	40	Shadow of Comet	44
Beyond Squad Leader	54	Inferno CD	49	Space Pirates	44
BioForge	50	Inherit The Earth	49	Star Crusader	44
Blood Bowl	37	Ishar 3:7 Gates Infinity	38	Star Reach	44
Blood Net	50	Jagged Alliance	47	Star Trek Tech Manual	44
Bureau 13	44	Jorune Alien Logic	44	StarTrek Next Gen	59
Buried in Time	50	King's Quest VII	49	Stonekeep	44
Celebrity Poker	33	Knights of Xentar	43	System Shock	50
Comanche	40	Lands of Lore 2	46	Tank Commander	54
Command &Conquer	50	Legend of Kyrandia 3	44	The Scroll	44
Conqueror	48	Litil Divil	33	Third Reich	37
Creature Shock	50	Lords of Midnight	50	Transport Tycoon	47
Cyber Judas	52	Maabus	38	Under a Killing Moon	58
Cyberia	50	MadDog 2 Lost Gold	38	US Navy Fighters	47
CyberWar	50	Magic Carpet	47	USS Ticonderoga	46
CyClones	50	Mortal Kombat II	50	VRStarter Kit 1	42
Daedalus Encounter	50	Ms. Metaverse	37	Voyeur	50
Dark Forces	54	Myst	52	Wild Blue Yonder	45
Death Gate	37	NHL Hockey '95	39	Wing Commander III	56
Deep Space 9 Hunt	43	Noctropolis	50	Wings of Glory	45
Descent	44	NovaStorm	38	Wolf Hunt or Hunted	39
Discworld	40	Panzer General	44	X Com Terror Deep	44
Dominus	38	PGA Tour Golf 486	50	X-Wing Collector's	50
Doom II Hell On Earth	46	Phantasmagoria	56	Zephyr	52
Dragon Lore	50	Python's Waste Time	56		



HOT WIRE MAGAZINE

The 1st interactive Adult Magazine on CD. Featuring the interactive toychest, fabulous phone, hundreds of steamy photos, dozens of hot videos, Spring break sessions with naughty coeds and the Come With Me Button. Only $29!

d-Time 10

d-Time[10] uses state of the art, patent pending technology to make your CD-ROM drive perform as fast as your hard disk. Access time is lowered considerably, and d-Time[10] makes Full Motion Video clips flow more smoothly and more realistically.

ONLY $49

$34 Sample A Bundle

- A Taste of Erotica 2
- Virtual Vivid
- Pixis Sampler
- Virtual Vibrations



ELECTROMEDIA



Go Digital $14



Club Cyberlesque



Sorority House $29

Poker Party

THE Interactive Strip Poker Game!



Featuring Kathy Willets, Play against six beautiful opponents! Combines full motion video. We love this game! CD Rom $49

P·I·X·I·S INTERACTIVE

TFUI INTERFACE

Touch The Future!



V2: SPACE SIRENS

You venture into the domain of the alluring and beautiful Space Sirens only to realize that you've been entrapped in VR chamber to fulfill their every desire.

State of the Art CD $54

VIRTUAL VIXENS PART 1

CD $44



MAX THE NAUGHTY DOG $59

Ever dream of being invisible? Take full control of a ultra sophisticated remotely mechanical dog equipped with a video transmitter and advanced surveillance system. Get away with the unimaginable through the eyes of a cute and cuddly cybernetic creation.

SCISSORS N STONES

Journey into a realm where beautiful women are available to challenge you in a game of chance. $29



NEURO DANCER

CD $39

PIXIS CLASSICS!

PIXIS SAMPLER $14
BUTTMAN'S VACATION $24
HOUSE OF SLEEPING BEAUTIES $24
PASSION FILES $29
SEX & MONEY $29

NEW MACHINE PUBLISHING



2 CD Only $49

6 Pack

The best way to get started with Adult CD Roms. Set includes: Digital Dancing, Legends IV, Biker Babes, Legends of Porn II, Insatiable & CD Sampler!

WHAT A DEAL! $49

New Wave Hookers	$29
Asian Invasion	$49
Dirty Debutantes	$39
Girls On Girls	$39
Adventures Seymore	$39
Private Video Mag	$34
Model Wife	$24
Hidden Obsessions	$24
Traci I Love You	$24



Dream Machine $49



NightWatch II $49

INTERACTIVE

Adult Movie Almanac	49
Adventures of S-man	49
CyberStrip Blackjack	54
CyberStrip Poker	54
Dirty Debutantes	49
DD2 Asian Invasion	49
Dream Machine	49
Electric Swing	49
Fantasies Interactive	39
Fantasy Chamber	49
Girlfriend Teri	49
Hot Wire	39
Hot Wired	39
Lingerie Interactive	19
Maddam's Family	49
Monte Carlo Intimate	59
New Machine Sampler	14
Nightwatch 2	49
PeepShow Interactive	49
Pixis Adult Sampler	14
Private Prison	49
Samurai Pervert	59
See Some, 3 Some	49
SS 2: Megababes from Ajia	49
Spy Club	44
Streets of New York	49
Stripper P.I.	49
Texas Table Dance	39
Tokyo Nightlife	49
Tokyo Nightlife MAC	49
Treasures of Spice	14
Vampire's Kiss	49
Virgins	49
Virgins 2	59
Virtual Director	39
Virtual Photoshoot 1	59
Virtual Photoshoot 2	59
Virtual Photoshoot 3	59
Virtual Sex	49
Virtual Valerie 2	39
Virtually Yours 2	59
Vivid Sampler	14
Wanderlust	24
Wet'N Wild	34

MOVIES

Adventures of Mikki Finn	39
Always	29
Amorous Asian Girls	39
Babes Illustrated 2	34
Baby's Got Butt	29
Blondage	29
Blonde Justice	29
Candy Snacker	29
College Girls	39
CyberStuds	39
Darker Side of Shayla	29
Daydreams	34
Defending Your Sex Life	29
Elements of Desire	29
Ginger Lynn: The Movie	39
Girls Doin Girls 2	49
Lady in Spain	39
Lethal Passion	29
Mind Teazzer II	39
Night Creatures	29
Oriental Action	29
Other Side Chelsea	29
Private Video Magazine #1	39
Racquel Released	39
Rise of the Roman Empress	39
Sex	29
Sex Over 40	29
SuperStars Japanese Porn	49
The Dinner Party	29
Touch Me, Feel Me	29
Urotsujidoji Legend Overfiend	49
Virtual Vibrations Sampler	14
Wild Innocence	29
WPINK TV	39

PICTURES

Amateur Models	29
Amateur Models 2	34
American Girls	34
Asian Ladies 2	39
Bet Your Sweet Booty	24
Boyfriend 1	49
Busty Babes 2	29
Busty Babes 3	39
Elite American Models 1	24
Elite European Models 1	24
Elite European Models 2	24
Endless Beach Babes	24.95
Garo Picture Disc Collection	24
Girls of J. Stephen Hicks	29
Girls of Vivid	24
Girls of Vivid 2	24
Girls on Girls	39
High Volume Nudes	39
Mellon Man 1	24z
Private Photodisc #1	34
Select A Pet	29
Sizzle Screen Saver	29
Tabloid Beauties	34
Tokyo Glamour Girls	39



Phone (201) 783-3600 • Fax (201) 783-3686 • FAXBACK Line (201) 783-3374

800-999-7995

Send Orders To: Mission Control • 7 Oak Place • PCG0695 • Montclair, NJ 07042. MC, Visa, Discover, Checks & Money Orders. Checks held 14 days. Please Include Phone # /Shipping $7 OVERNIGHT (most areas) Int'l Shipping $25. E-Mail MissionCd@aol.com

Product Information Number 128

SUPER STREET FIGHTER II TURBO

THE GREATEST ARCADE GAME IN HISTORY

MORTAL KOMEDY

PC

DUMB II





Keep your butt in your favorite comfy chair at home and play the arcade perfect version of Super Street Fighter II Turbo for your PC or PC CD-ROM. Go at it with all 17 Street Fighters including Cammy, Dee Jay, T. Hawk and Fei Long– and a mysterious new boss. At your disposal: the first true 6-button action in a PC game, three distinct speed settings and lethal new moves. Hey, and when all that fighting makes you hungry, the refrigerator is seconds away.

GAMETEK

CAPCOM

©1995 GameTek (FL), Inc. 2999 Northeast 191st Street, Suite 500, Aventura, Florida 33180 U.S.A. ©1995 CAPCOM Co., Ltd. All Rights Reserved. CAPCOM and Super Street Fighter II Turbo are registered trademarks of CAPCOM Co, Ltd.
To get Super Street Fighter II Turbo, visit your local retailer or call 1-800-GAMETEK (1-800-426-3835).

Product Information Number 104

No More Foolin' Around

In a break from tradition, we've decided to fill this space with some information you can actually use. (Hey, don't get spoiled. We're only doing this because — as you may have figured out from last month's review intro — we've run out of funny things to say here.)

Every once in a while, we get a letter from a reader who wants to know what we mean when we refer to a game's "engine," or exactly what makes Super VGA so super. So we figured it was high time to publish a glossary of the PC gaming jargon you're likely to run across in this magazine.

Cheat codes: Secret passwords that game designers and programmers put in a game to make it easier to get through during the testing process. For instance, typing "IDKFA" in *Doom* or *Doom II* gives you 200% armor, all weapons and maximum ammo. Cheat codes are supposed to be big secrets that only the game developers know, but the codes for a game often appear online a few days after the game hits the shelves.

Engine: The basic program that manages a game's graphics, sounds, input and output. *Doom II* and *Heretic* look very different on the surface, but they're based on the same game engine.

FM synthesis: Frequency Modulation synthesis approximates musical instrument sounds by using electronic filters to manipulate sound waves. (See *Wavetable synthesis*.)

Full-motion video: Video footage, digitized for playback in games. Without special hardware, the quality varies from mediocre to abysmal.

God-game: Any game that puts you in a god-like position, watching over other beings and guiding their destinies. *Populous* was the first god-game.

Patch: A file or files intended to fix problems with a game or improve its performance. You get these from the game's publisher or download them from online services.

Pixelicious: A term used to describe extremely blocky graphics. When a game on your Pentium looks like something you might have played on your old Atari 2600, it's pixelicious.

Polygon-based graphics: A technique in which objects are made up of polygons to give them a 3D appearance. Polygon-based graphics have been standard in air combat sims for years, and now they're appearing in adventure games like the *Alone in the Dark* series and in sports sims like *NASCAR Racing*.

Super VGA (or SVGA): An extension of the VGA standard. Regular VGA can display 256 colors at a maximum resolution of 320x200 pixels. Super VGA refers to video modes that have higher resolution and/or display more colors; for gaming purposes, this usually means 256 colors at 640x480 pixels.

Texture map: A two-dimensional image laid over a polygon-based graphic shape to give it more detail. The walls in *Doom* and the fighters in *Wing Commander III* would be featureless, boxy shapes without their texture-mapped paint jobs.

VR headset: A virtual-reality device that displays a video image for each eye. Since each eye sees a slightly different picture, stereo effects can be created that give the illusion of being surrounded by a computer-generated environment.

Wavetable synthesis: More sophisticated than FM synthesis, wavetable synthesis uses actual digitized samples of musical instruments to create more realistic sounds.

Hardware Requirements

With each *PC Gamer* review, you'll find two very important pieces of information: the game's minimum hardware requirements, and the hardware configurations we recommend as the *least* you'll need to really enjoy the game. While a game will run on the minimum system the manufacturer specifies, it might not run all that well. Because of this, we test each game on several systems so we can bring you a more realistic assessment of what you'll *really* need.

THE PC GAMER RATINGS SYSTEM

100%-90% Classic
Not many games can earn a rating over 90%, and even fewer can approach the magic 100. Anything that we rate over 90% is an instant classic — a game that's truly significant in both content and design, and one that we'd recommend without reservation to anyone interested in PC gaming.

89%-80% Excellent
These are excellent games. Anything that scores in this range is well worth your attention, though it may not make any significant advances over its rivals. Also, some genuine benchmark games of decidedly specialist taste will fall into this area — it may be the best 7th Cavalry simulation on the market, but not all of us want to relive Little Bighorn.

79%-70% Very Good
Good games, which we'd recommend to fans of the particular genre — although there are probably better games out there.

69%-60% Good
A reasonable, above-average game. It may be worth buying, but probably has a few significant flaws.

59%-50% Fair
Very ordinary games. Not completely worthless, but not a very good way to spend your gaming dollar, either.

49%-40% Below Average
Poor quality. Only a few, slightly redeeming features keep them from falling into the abyss of the next category...

39%-0% Don't Bother
Just terrible games — and the lower you go, the worse they get. Avoid these titles like the Black Plague — and don't say we didn't warn you!

PC Gamer Editors' Choice Awards

Each and every month, we honor the best games we see — those earning 88% or above — with our coveted Editor's Choice award. It's not easy to earn the Editor's Choice, and there are a lot of excellent games that fall just short of the honor. So when you see the PC Gamer Editor's Choice logo on a game at your local software shop, you can bet it's among the best of the best.

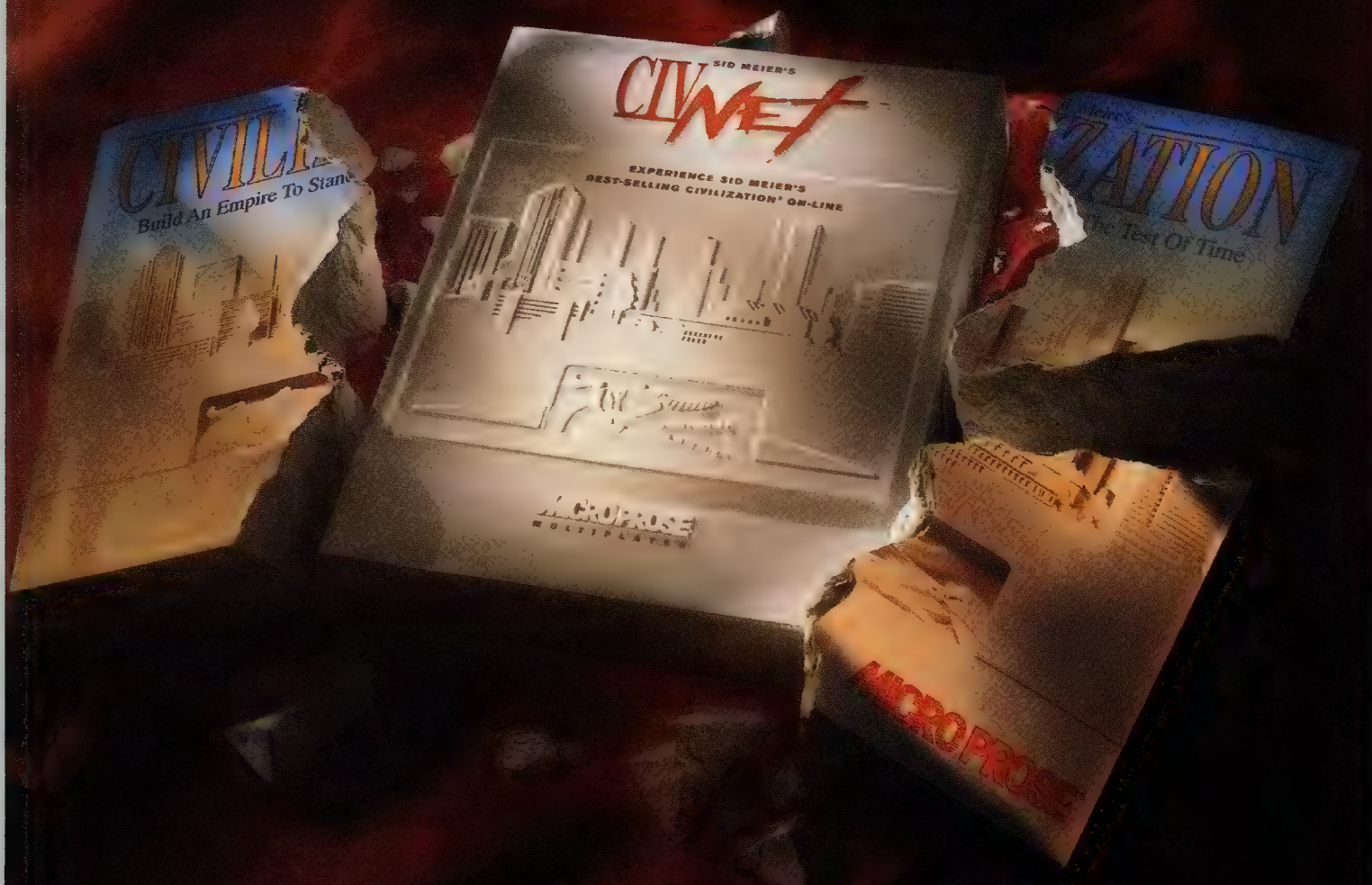








THE MOST CELEBRATED STRATEGY GAME IN HISTORY GOES ON-LINE.
INTRODUCING SID MEIER'S CIVNET.



CIVILIZATION HAS COME TO THE INTERNET.

Experience the best-selling *Sid Meier's Civilization*® as a multiplayer Windows game! With Sid Meier's CIVNET™ play on-line via the Internet, over a local network or go head-to-head by modem. Build the Pyramids and the Great Wall. Conquer Earth or an undiscovered planet. Play history's greatest leaders and your friends – in any combination, up to seven players at once! Broadcast messages simultaneously to your opponents. Become allies with some. Taunt others. You decide. Because once you get your hands on Sid Meier's CIVNET™, Civilization will never be the same.

MICROPROSE

For IBM®-PC & Compatibles on CD-ROM. 1-800-879-PLAY. http://www.microprose.com

©1995 MicroProse Software, Inc. All rights reserved.

Product Information Number 118

Tony La Russa 3

CD-ROM

PC GAMER EDITORS' CHOICE

Category: Sports

Developer: Stormfront Studios

Publisher: Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404-2064 (415) 571-7171

Required	We Recommend
CD-ROM drive; 386/40; 4MB RAM; 11MB hard-drive space; SVGA	Double-speed CD-ROM drive; 486/66 or Pentium; Joystick or gamepad; Sound Blaster or supported sound card

M.S.R.P.: $59.95

It's outta here! *Tony La Russa Baseball 3* is the grand slam of computer baseball sims.

For baseball fans, the long wait is over. Nah, I don't mean the end of the strike. Forget those money-hungry prima donnas for a while. Let 'em play in empty stadiums, while you stay at home and conduct your own season.

Tony La Russa Baseball 3 has hit the shelves, and the new generation of this baseball sim is an instant classic — it's as exciting and dramatic as a game-winning home run in the bottom of the ninth.

Is *Tony La Russa 3* the perfect computer baseball game, the one that serious computer baseball nuts have been waiting for? The one that finally bridges the gap between exhaustive, realistic statistics and beautiful graphics?

Yes.

Okay, so maybe *Tony 3*'s not quite perfect. But it's damned close, probably as close as we'll ever see. This sim has it all — beautiful graphics, arcade or strategy play, real Major League players and teams, a fantasy draft, superb editing functions, and all the stats you could ask for.

The first two versions of *La Russa* were probably the finest baseball sims of their time, offering the best balance of graphics, stats and playability. If you were a fan *La Russa* 1 and 2, then you probably shouldn't waste your time reading this. Just go to your friendly software retailer and buy the new one, because you're gonna absolutely love it.



The video-based player animations are especially impressive in the batter/pitcher view.

The 640x480 graphics are spectacular at every step, easily the most vivid and realistic of any baseball sim. Unlike *Front Page Sports Baseball*, you stay in high-res mode after the ball is put into play. The graphics in the field look every bit as good as they do in the pitcher/batter screen.

Stormfront says the action is physics-based, but the play doesn't look quite as dynamic as *FPS Baseball*. Still, there's much more variety in the on-field results than in previous versions of *La Russa*, so you won't see the same ground ball twice in a single inning.

There are still a few flaws in the on-field action, basically the same problems that have always been a part of the *La Russa* games. Too many line drives off the outfield wall turn into singles, or sometimes runners get forced at second on a single. And infielders occasionally make bad moves, like trying to get the lead runner at third when a double play will end the inning. Seems like Stormfront Studios just isn't going to fix these annoying mistakes.

The flow of action on the field is not as fluid as it could be, but all you need is one look at Wrigley Field to forget those misgivings. The stadiums are a real feast for baseball fans. I took the time to tour each park before I played a single game.

And here's a high-five to Stormfront Studios and Electronic Arts for giving us all 28 stadiums up front, instead of slighting gamers by packaging them later for an add-on sale.



Ah, an entire season awaits! Your schedule shows the linescore for completed games.



Updating player stats is a snap. And like all the screens, the graphics are a pleasure to see.

Tony 3 is a full-blown multimedia product, and it runs off the CD-ROM, which is packed with about 650MB of cool baseball stuff. So on a single- or double-speed drive, *Tony 3* can be a bit sluggish moving between menu screens. That's a small price to pay, though, for such a beautiful and comprehensive simulation of America's game. Included in the package are three videos with playing tips from La Russa himself.

Sound effects are excellent, especially with a 16-bit sound card. Trouble is, the crowd seems to be caught in a time warp; they'll applaud a nice catch several seconds after the play ends, while the next batter's already waiting for a pitch. CD-ROM access time is probably the culprit, so a quad-speed drive might well solve the problem, but I found it so annoying that I eventually turned off the crowd noise, leaving me with just the on-



You can switch views between pitcher and batter perspectives. Either way, it looks fantastic.



You even get those silly scoreboard animations after home runs. At least in this game you can just turn them off.



The stadium graphics are almost worth the price of the game. Check out the Colorado Rockies' new home.

field sound effects. That's too bad, because the roar of the fans is essential for recreating the ambiance of the ballpark.

I'll admit up front that I despise the digitized play-by-play announcers that have become so popular in recent sports sims. *Tony 3* gives us more of a bad thing, with a choice of three announcers available for your listening displeasure. And I hate 'em all. Like most computer announcers — with rare exceptions, such as the one in *FIFA Soccer* — the play-by-play sounds canned, haltingly delivered, and often lags behind the action on the field. I say that it's better to just forget it.



Finish the regular season, and you go straight to the playoff brackets. There's also an all-star game at the mid-season break.

Like its predecessors, *Tony La Russa 3* is a stats-nut's dream. Numbers are tracked in just about any category you can think of, and you can sort league leaders by any stat. Inputting stats for new players — too often a chore in sports sims — is a simple task here. And you can download current stats to keep pace with the real-life Major Leagues.

League play has always been a strength of *La Russa*, and it only gets better in the latest version. Every task of the general manager is a snap — forming a league, running a draft, making trades, and managing rosters. And for those of you who like to get in on the action yourself, *Tony 3* has improved on the series' already excellent arcade play.

A welcome addition to *Tony 3* is the General Manager Challenge, which lets you take control of a team for life. Between seasons, players age and retire, and you must assign scouts to look for young talent to call up from the minor leagues. Dynamix pioneered career play with its football and baseball sims, but Stormfront has taken its General Manager Challenge a step further. Minor-leaguers have stats to help you make the important calls, but how they'll perform in the big leagues remains a little bit of a mystery. The GM Challenge also gives out awards between seasons, and maintains a hall of fame.

Speaking of a hall of fame, that's where *Tony La Russa Baseball 3* should end up. This is easily the best baseball sim on the market, and one of the best sports sims of any kind. So just let 'em all go on strike again. With *Tony La Russa 3*, computer gamers just might be able to live without the real thing.

—Lee Buchanan

The Unfinished Season

Remember the excitement of last year's aborted season? Tony Gwynn chasing .400, and Matt Williams chasing 61 homers? We'll never know if those records would have fallen, but here's a look at how last season played out in *Tony La Russa 3*. I kept the '94 rosters, with the exception of the trade that brought Marquis Grissom to Atlanta. I'm sorry, but I'm a Braves fan! (A full season takes just a few minutes to play in *La Russa 3*, by the way.)

Baltimore won the American League going away, by 12 games over the Yankees. Chicago took the AL Central by 13 games over Kansas City, and Seattle claimed the West by 8 games over Texas.

Over on the senior circuit, the Braves beat out Montreal by 3 games while Cincinnati edged out Houston by 3 games for the Central division title. Los Angeles won the West by 2 games over San Diego.

Paul O'Neill (.405) and Tony Gwynn (.414) finally broke the .400 mark to take the batting titles. And yes, Matt Williams broke Roger Maris' home run record with 65 dingers. Frank Thomas led the AL with 58 homers.

Greg Maddux won his fourth Cy Young award with a 22-4 record and a 1.47 earned run average. In the AL, Wilson Alvarez went 20-3 with a 2.53 ERA.

The offensive numbers were a bit inflated, but remember, the ball was juiced last year! Now let's make some trades and get on with the 1995 season. See you in October.

PC GAMER FINAL VERDICT

HIGHS: Outstanding graphics, solid stats, and dynamite career and league play.

95%

LOWS: CD-ROM access can be slow during menu transitions; the flow of action is not as fluid as it could be.

BOTTOM LINE: All negatives aside, this is a crowning achievement in sports sims.

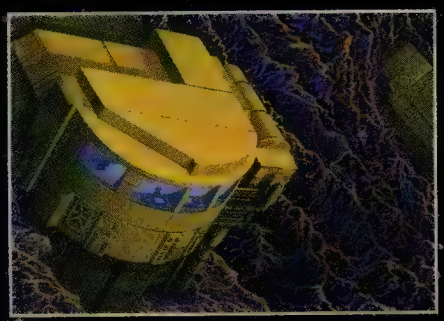
Trust No One.

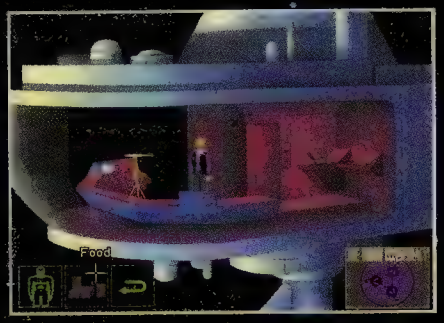


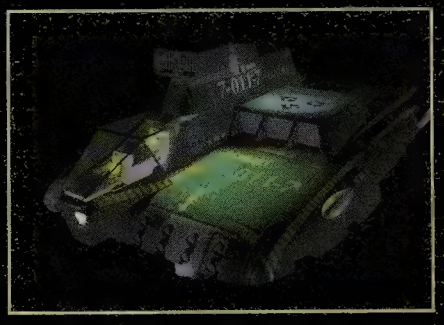
In a future dominated by vast megacorporations and corrupt governments, a single citizen stands little chance of altering the course of human events. You're about to find out what happens when one tries.

THE ORION CONSPIRACY

Presented with breathtaking graphics and special effects; The Orion Conspiracy is a murder mystery that spins an intricate web of intrigue and deceit. In this graphic adventure, blind trust equals death. And friends morph suddenly into foes. Don't lose your head.







100 hand-painted background scenes displayed in stunning SuperVGA. Full speech with subtitles. CD-quality music and spot FX throughout. Rendered, animated cut-scenes. Highly involved storyline.

On CD-ROM for IBM PC & Compatibles.

©1995 Domark Software, Ltd. All rights reserved.

DOMARK

DISTRIBUTED BY
Spectrum HoloByte

To order, visit your nearest software retailer, or call 1-800-695-GAME

Product Information Number 98

Virtual Pool

CD-ROM

PC GAMER EDITORS' CHOICE

Category: Pool sim

Developer: Celeris

Publisher: Interplay, 17922 Fitch Ave., Irvine, CA 92714 (714) 553-6655

Required	We Recommend
CD-ROM drive; 386; 2MB RAM; 2MB hard-drive space; Mouse; VGA	Double-speed CD-ROM drive; 486DX2/66MHz; SVGA

M.S.R.P.: $40

If you doubt Interplay's claim that this will improve your actual pool-playing, just try it. You'll be a believer.

Really, *Virtual Pool* is two programs in one: The first is a hit-and-miss multimedia shell, complete with a history of and tutorials in pool; the second is really the core of the product, a small but elegant game engine that so impressively and accurately models the physics of the game that you really do feel like you're playing.

The pool engine places you in a "virtual room," a 3D-rendered billiards parlor dominated by a perfect, professional-quality table. It really is a virtual room, too, because it exists in a full three dimensions and you can move around it at will. You can "walk" around to the other side of the table to see if there's enough space between the 8 and the 15 to squeeze the cueball through, or float up to ceiling to view the table from the same overhead view they use in televised tournaments. You have fully as free and open a view of the table and everything on it as you would if you were actually in the room with the table, and that adds realism and precision no other pool sim I've seen can claim.

You'll use the mouse to do everything in the game, including stroke the cue, and the interface is so slick I almost forgot I was using it within a few minutes of play. But that stroking the cue part is probably the most impressive thing about the interface, because it gives you a *physical* feeling of connectedness with the game that's almost uncanny. You can slam that mouse forward to break, then give it the gentlest nudge on a touch shot, and your cue always performs as it should.



"Machine Gun" Lou Butera is the perfect pool coach. He'll show you trick shots, which you can try yourself in the pool room.

Having so realistic a pool room is only one of the things about *Virtual Pool* that'll improve your game, though. This sim covers every other base with the same elegance, from the ability to move your cuetip (not Q-Tip) around to put a little english on the ball, to a feature in the practice game that lays lines down on the table demonstrating what every ball on the table will do if you take that shot. You have so much control, and can choose from so many options, that I don't think you could help but learn from this sim. The manual is also an excellent teaching aid, and one of the best introductions to the techniques of the game I've seen.

Then there's the multimedia stuff, including a rapid-fire history of the sport and a whole series of trick-shots and professional techniques presented by former world champion "Machine Gun" Lou Butera. Lou is perfect, and watching him in action is great fun. The multimedia tutorial to playing *Virtual Pool* and the segment on different games are embarrassing by comparison, though. They sound like they were recorded over a cellular phone, and add little to the overall product.

The game will run in VGA, although in that res the balls look fuzzy and ill-defined, making the game a lot less enjoyable. To really get the smooth, almost unbelievable motion and full SVGA resolution from the game, you'll want to let the program tailor its video setup to your SVGA card's chipset. A lot of the most popular cards are supported, and Interplay is actively pursuing new video drivers, and lists a BBS number you can call to download the latest. I hope my Hercules will be among those added to the BBS, because the default VESA drivers won't work with it, and its Avance Logic chipset isn't supported.

I'll play at work, though, until I get my driver. Because *Virtual Pool* is one of those titles that makes you grateful to have a PC. Sims this good, this realistic and this much fun to play don't come along too often.

—Matt Firme



Here's the real meat of the game. The table is perfect, the physics are perfect, and you can compete against computer opponents *or* friends via network and modem! The only thing missing is the cigar smoke.

PC GAMER FINAL VERDICT

93%

HIGHS: One of the most realistic and addictive sims ever.

LOWS: Some of the multimedia stuff is bad, and feels tacked on.

BOTTOM LINE: The basic pool engine is so impressive that everything else you get is just gravy. It *will* make a better pool player of you!

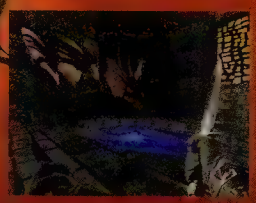


Product Information Number 101

WITCHAVEN



...DARE TO ENTER



IntraCorp

IBM CD-ROM

For More Information Call:
1-800-468-7226
Visit Capstone Online:
America Online (Keyword:
Capstone); Software Creations
BBS (508)365-9352;
Web Page Site:
http://www.gate.net/~intracor/;
Or Call Capstone's BBS
(305)374-6872.

Capstone
THE PINNACLE OF ENTERTAINMENT SOFTWARE

Product Information Number 91

Software © 1995 IntraCorp, Inc. All rights reserved. Artwork © 1994 Ken Kelly. 3D engine licensed from 3D REALMS ENTERTAINMENT. Witchaven, Capstone and The Pinnacle of Entertainment Software are trademarks of IntraCorp, Inc.

CD-ROM

Ravenloft: Stone Prophet

Category: Fantasy roleplaying

Developer: DreamForge

Publisher: SSI, 675 Almanor Ave., Suite 201, Sunnyvale, CA 94086-2901 (408) 737-6800

Required	We Recommend
Double-speed CD-ROM drive; 386/33; 4MB RAM; VGA card; 25MB hard-drive space; Mouse	486/33; 8MB RAM; Sound Blaster, Gravis Ultrasound or supported sound card

M.S.R.P.: $59.95

Roleplaying games have definitely hit the skids lately, but that doesn't mean an ably done title still can't be entertaining.

With *Ravenloft: Stone Prophet*, SSI has squeezed the last remaining drops of blood from the stone that was their TSR license.

Allegedly, there may be more SSI/TSR collaborations, but let's just assume *Stone Prophet* is the last hurrah. As such, it's a solid roleplaying game, with interesting levels and great new monsters. But it's also a symbol of a passing time. The book is closed on the old Gold Box and *Eye of the Beholder*-type games, and it's time for RPGs to find a new direction.

Stone Prophet represents the best of what the old guard could do. In it, the first-person gaming pioneered in such hits as *Dungeon Master* and *Eye of the Beholder* has been honed to a killing edge. Combat, spellcasting, character creation, movement, and graphics are all top of line, thanks to the talented developers at DreamForge. That we can be blasé about such achievements shows how much the large technical leaps of the CD-ROM revolution have spoiled us. This type of game has never run so smoothly and efficiently, from fully animated character creation scenes, to single-click combat and simple spell management and inventory systems. All of it is brought to life with terrific high-res graphics, dense sound effects and music, adequate voice acting, and an intriguing game world.



A flock of Fire Toads gets the jump on the party of daring adventurers. *Stone Prophet*'s monsters are nicely varied, with great animations.

But strangely, all of that doesn't add up to something greater than the sum of its parts: there's no gestalt at work this time around. Maybe this is because the story is wafer-thin and the unique elements of the Ravenloft game world — TSR's "horror" milieu — remain largely untapped. While *Strahd's Possession* (the previous Ravenloft title) had gamers fighting werewolves, ghouls, vampires, and such in a struggle with the vampire lord Strahd, *Stone Prophet* turns instead to a mummy/ancient Egypt story, which winds up feeling more like a traditional fantasy world than a horror world. Thus, a lot of what makes Ravenloft special is not adequately exploited.

There is a lot of potential for drama in the story, which takes place in the land of Har'Akir. This desert wasteland is encircled by a ring of fire, and its people live in fear of the ruler, Anhktepot. A mummy who lies entombed in an ancient temple, Anhktepot nonetheless still exerts power over the people through magic. Other forces also vie for power, and it may indeed be they who have cursed Har'Akir. Another mummy, Senmet, has forged an alliance with the undead priestess Isu Rehkotep, while another of Anhktepot's old foes, the Hierophant, also seeks control.

All of these forces come into play slowly throughout the game, and at dif-



Many of the creepy crawlers in *Stone Prophet* reflect its ancient-Egypt-inspired setting. This Desert Troll is a perfect example; it can go for days without drinking water — or brushing its teeth.



Naturally, there's a musty ol' mummy to be found amid the shifting sands.

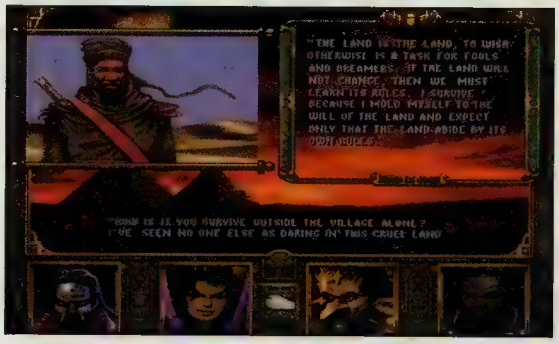
Information Central

***Ravenloft: Stone Prophet*'s character/inventory screen is a marvel of efficient design. Everything you need to know is instantly accessible with a click of the mouse.**

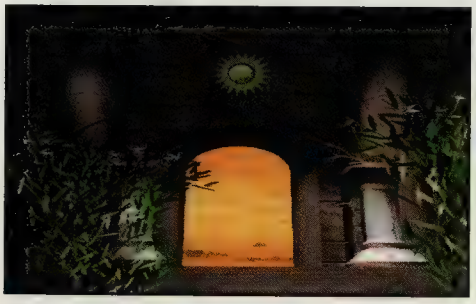


ferent times the gamer will have to perform services for each. Who will work in the best interests of the land? Who can be trusted? Who can be manipulated for the benefit of all? These are some of the questions gamers encounter in the course of the game.

In the end, though, things never break free of established roleplaying game patterns. When asked to perform a task, the player will inevitably do it, resulting in numerous sub-quests to move the story along. These quests are, inevitably, of the "find-it-and-bring-it-back" variety, and there are seals, magic jewels, scrolls, and other items littering the many levels for you to find.



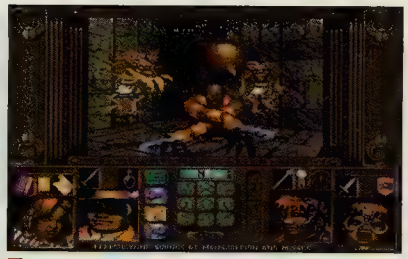
The desert denizens you'll run into in *Stone Prophet* are reminiscent of characters from *Lawrence of Arabia*.



The game's many cut-scenes are 3D-rendered and beautifully colored for a cinematic feel.

Woven into the scattered threads of this story are the prerequisite combat sequences, which at times seem endless and needlessly difficult. The Manscorpions, for example, stopped me dead until I remembered the "Beholder Two-Step." You young'uns might not recall this, but in previous first-person games like *Eye of the Beholder*, in order to win a combat sequence, you had to hit, step to the left to avoid being hit back, then step in and hit again, and so on. It's still necessary.

The monsters, on average, are consistently interesting and often tough customers. As with previous DreamForge titles, they've been given nifty attack sounds and great animated attacks and deaths. They lunge into your view and swing away with reckless abandon, all of it done quite handsomely. The Desert Zombie, for instance, has a bone-chilling shriek, while the Giant Vulture turns from a fairly average looking bird to a screen-filling head with a sharp beak. Good stuff.



The Manscorpions are some of the tougher customers you'll run into.

But, alas, it's a sign of a fading era. Roleplaying games have come on hard times, with very little new under the sun. When something is innovative and different, it's often so hard as to be inaccessible to many players, such as with *Star Trail* or the text-heavy *Betrayal at Krondor*. Combat-intensive RPGs like *Stone Prophet* are simply dungeon crawls with several elements: combat, puzzles, and story. The puzzles in *Stone Prophet* are the same as they've always been: hidden doors, levers, switches, and so on, all of which we're seen before. The story is sporadic, since so much emphasis is put on combat.

The problem is, we've all become used to a new generation of first-person titles with fast-paced, intense combat, such as in *Descent*, *Dark Forces*, and the rest of the *Doom* clones. A combat system which involves mostly single, repetitive mouse clicks in a static position is not enough to consistently hold interest any longer. Gaming is moving on, and this kind of first-person dungeon crawl is being left behind. Roleplaying games, despite their spoken dialog and elaborate cinematics, have been too slow to adjust to the changing field, and *Stone Prophet*, as good as many of its elements are, is an example of this. *Thunderscape*, SSI's first roleplaying title build on its new first-person engine, may be take next step beyond this, but for now, roleplayers will have to make do with more of the same, with a little fancier dressing.

—T. Liam McDonald

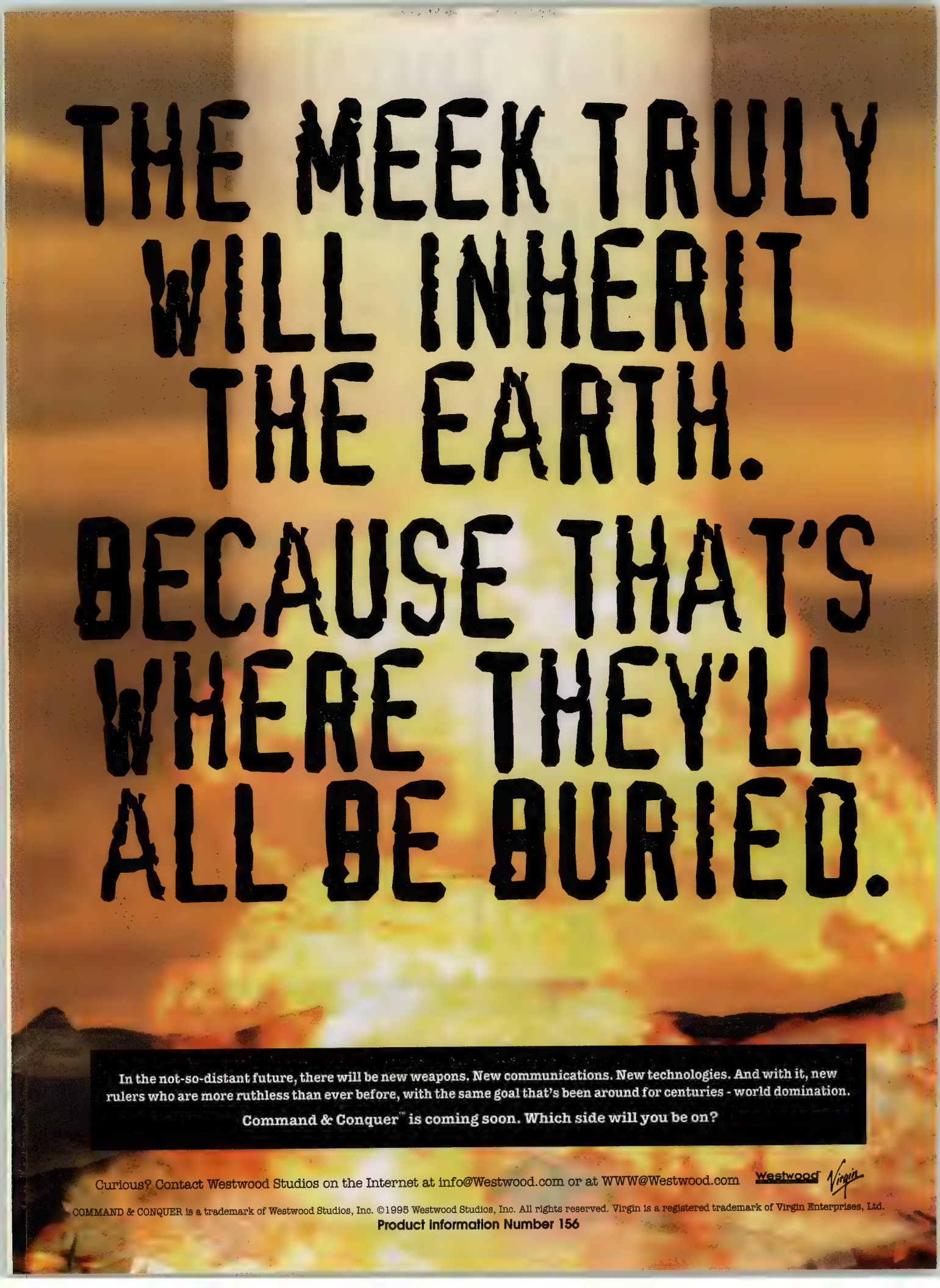
PC GAMER FINAL VERDICT

79%

HIGHS: The same great engine, sounds, graphics and design as in the other titles in this series.

LOWS: No surprises or innovations. Material is very familiar.

BOTTOM LINE: This type of game seems almost retro now, but if you still like first-person RPGs, it's certainly a good one.

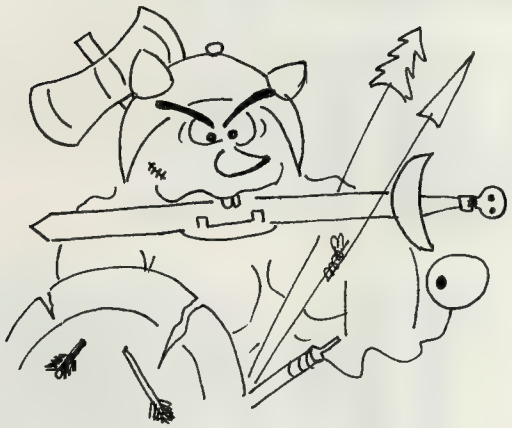

THE MEEK TRULY WILL INHERIT THE EARTH.
BECAUSE THAT'S WHERE THEY'LL ALL BE BURIED.
In the not-so-distant future, there will be new weapons. New communications. New technologies. And with it, new rulers who are more ruthless than ever before, with the same goal that's been around for centuries - world domination.
Command & Conquer™ is coming soon. Which side will you be on?
Curious? Contact Westwood Studios on the Internet at info@Westwood.com or at WWW@Westwood.com
Westwood
Virgin
COMMAND & CONQUER is a trademark of Westwood Studios, Inc. ©1995 Westwood Studios, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.
Product Information Number 156

Artificial Intelligence

Uses true Virtual Reality logic, all game characters act freely through Artificial Intelligence !
The adventure is unpredictable and develops in Real Time in front of your eyes. Each game round is unique !!!

Virtual Reality

Interactive 3D animated 256 colors cartoon
Uses keyboard or mouse. Requires IBM PC 80286, VGA minimal



Armaëth

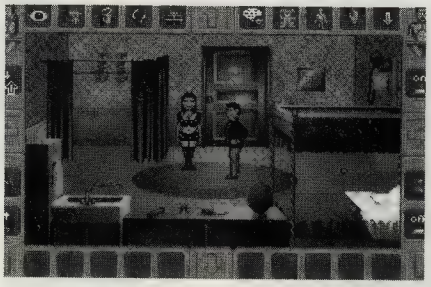
Heroic Fantasy Adventures in a true 3D universe.
You will need fabulous weapons, magic, spells, bravery, strong logic, and a brain ! This game has no violence, it's for all from 10 to 90 years old.





Machot drives it all...

You drive a screaming police inquiry in a damn hot hotel and you must uncover all of its women's secrets ! Easy straightforward direct game, no difficulties ! Hot erotic entertainment designed for adults. First in World !



Real World soft, 170 Ifield road, London SW10 9AF, UK, Europe

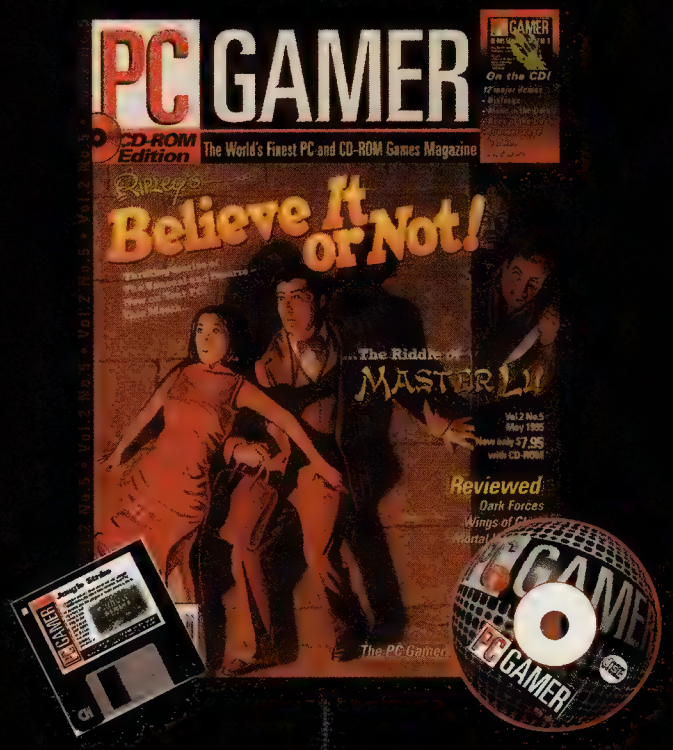
Name	Firstname	
Address		
City	Postal code	
Country		
Machot drives it all	50 US$ or 32 UK£	Cheques
Armaeth	50 US$ or 32 UK£	on a USA
Machot + Armaeth	80 US$ or 50 UK£	or UK bank

I declare that I am over 18 years old and that I am entitled to purchasse the erotic game :

Machot drives it all...

Mandatory signature :

Are you serious about PC gaming?



We are.

Subscribe today. Get 12 issues of *PC Gamer*— plus your choice of 12 floppy or CD cover discs, packed with demos of the hottest new software — for only $47.95. As always, your satisfaction is guaranteed. Mail your check or credit card payment to: PC Gamer, P.O. Box 51210, Boulder, CO 80322-1210. Or call **(800) 706-9500**

5FWH9

Brett Hull Hockey 95

CD-ROM

Category: Hockey simulation

Developer: Radical Entertainment, Ltd.

Publisher: Accolade, Inc., 5300 Stevens Creek Blvd., San Jose, CA 95129 (800) 245-7744

Required	We Recommend
CD-ROM drive, 486/33; 4MB RAM; 15MB hard-drive space; Mouse	Double-speed CD-ROM drive, 486/66; 8MB RAM; Supported sound card; Gamepad

M.S.R.P.: $59.95

Disappointing statistical elements and predictable team AI leave *Brett Hull Hockey 95* behind in the simulation game.

Of all the sports games released in the past couple of years, the one I've had the most fun with has been Electronic Arts' *NHL Hockey 95*. The combination of head-spinning action and in-depth statistics that first won me over keeps me coming back for more.

Now Accolade makes the move to the big-league hockey arena by serving up *Brett Hull Hockey 95*. And even though *Brett Hull* contains many of the same premium ingredients that made *NHL* a hit (like play-by-play voice-overs and complete player stats), it's far from a recipe for success.

Sure, *Brett Hull* provides a good dose of arcade-style action, but it fails to deliver the kind of statistical depth you'd expect from a true simulation. For sim fans, the biggest disappointment will be the lack of trading options and the inability to edit individual player strengths to create Stanley Cup contenders from the ground up. *Brett Hull* presents gamers with limited coaching and line-editing options before each game — but they don't seem to affect the outcome one bit.

When using the coaching option, you won't call plays or set defenses; instead, you'll adjust a limited range of variables like puck-handling or shooting strength. Unfortunately, to increase one attribute, you'll have to steal points from another one. That's fine if you choose from last year's Cup contenders, but if you want to pick a team that's weak in nearly every area in hopes of turning them around, you'll find it's nearly impossible to adjust their values to a winning advantage. And in truth, even if you raise your offense or defense to their highest values, you won't notice any improvement. Soon, you'll begin to avoid your favorite teams and choose from the few strong teams exclusively.

Editing the team lineup is a little more effective and very easy to use, but without the ability to import new players or adjust player strengths, you'll probably only end up hurting yourself by making changes to the default lineups.

While the simming extras are disappointing, you'll at least be rewarded with a challenging bit of on-ice action depicted with terrific graphics and animation. There's a huge view of the rink with a great perspective over your players. While it eliminates the sideline extras of spectators and penalty boxes, the graphics make up for it by serving up some amazing player animations.

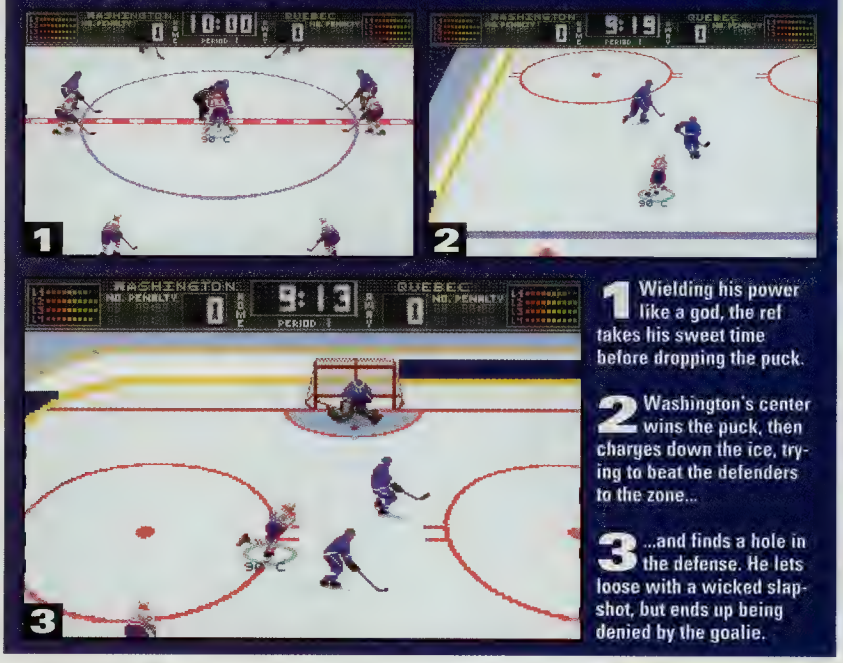
These are especially evident the first time you take a shot on goal and watch the defending goalie perform moves like glove-saves, butterflies and stick-blocks. The players respond very smoothly and show off some cool moves of their own; whether you're charging toward the goal and winding up for a slap-shot or issuing a body check, it's all pretty convincing stuff.

But as good as the action looks, you'll still have to contend with some quirks. There's not much diversity among the teams, and within a couple of games you'll start to notice a few predictable patterns that favor the computerized team. For example, the opposition almost invariably kept its defensemen paired closely in front of their goal, while mine could be found hanging around the blue line, allowing plenty of opportunity for breakaways and one-timers on my goal. It didn't seem to matter which team I chose, this pattern was always the same.

Despite the problems, I do hope Accolade brings *Brett Hull Hockey* back for the '96 season. There's always plenty of room for another good hockey sim, and with a little luck, maybe next time they'll get it right.

—Todd Vaughn

Fire on Ice



1 Wielding his power like a god, the ref takes his sweet time before dropping the puck.

2 Washington's center wins the puck, then charges down the ice, trying to beat the defenders to the zone...

3 ...and finds a hole in the defense. He lets loose with a wicked slap-shot, but ends up being denied by the goalie.

PC GAMER FINAL VERDICT

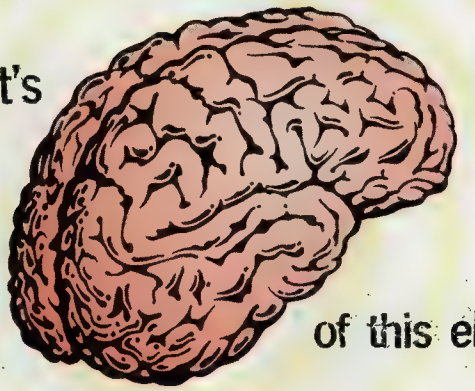
HIGHS: Great player and goalie animations.

LOWS: The limited elements put *BH 95* far behind in the simulation stakes.

BOTTOM LINE: Sim fans who like to manage all aspects of their team can pass on *BH 95*; those who don't want the frills should hit the ice.

73%

So I'm traveling through this dead guy's brain.

No, not stompin' on mushy gray matter. That'd be sick. I'm cruising this  mad scientist's  neuro net as a pulse probe. Poking around for information that could unlock the secrets of this electrolytic underworld. And I'm right on the verge of solving a highly intense ? puzzle – when my *wife* asks me to take out the  garbage. **Bummer.**

Necrobius™
A psychedelic trip through the living brain of a dead professor.



For IBM®-PC & Compatibles on CD-ROM. 1-800-879-PLAY. http://www.microprose.com

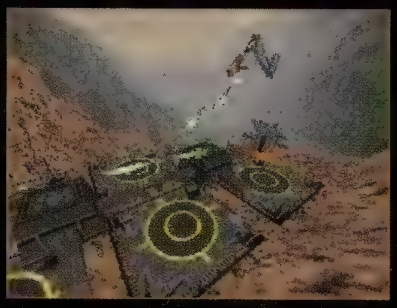
MICROPROSE

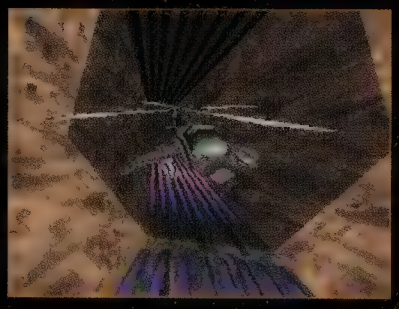
Product Information Number 121

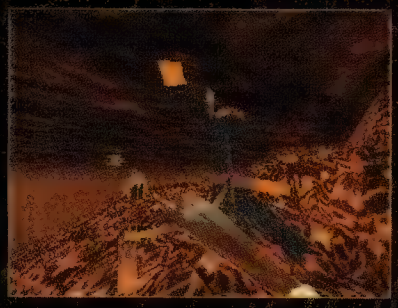
©1995 MicroProse Software, Inc. All rights reserved.

Thundering engines. Insane weapons. Maximum destruction.

Terminal Velocity™









- Fast texture mapped 3D flight with full 360 degree movement.
- 9 Planets and 27 levels to explore–with over 400,000 sq miles of terrain.
- CD-ROM includes over 70 Mb of cinematics.
- 8 player network and 2 player modem support.
- Non-stop air-to-air and air-to-ground realistic action and futuristic Comm-Bat™.
- Professional music soundtrack and fully digitized sound effects.
- High resolution SVGA support.
- Kick some **asteroid**!

"The 3D environments are simply breathtaking...the worlds are like nothing seen before in computer games."
–Computer Player, April `95

"It's a 3D vehicle shooter that's part **Star Wars** and part **Descent**."
–Computer Gaming World, March `95

"**Terminal Velocity** is a symphony of titillating action and g-force slurping excitement..."
–Strategy Plus, March `95

Call 1-800-3D REALMS
24 Hour Order Line

Or, download for free, the shareware version of Terminal Velocity from Software Creations, the officially sponsored Home BBS of 3D Realms.
(508) 365-2359 @ 2400 baud
(508) 368-7036 @ 9600-14.4 v.32bis
(508) 365-4035 @ 28.8k v.fast class (v.fc)

Available on Disk for $29.95 and CD-ROM for $39.95.

3D REALMS
REALITY IS OUR GAME.

3D Realms Entertainment
P. O. BOX 496419
Garland, TX 75049
1-800-3D REALMS

Product Information Number 86

TERMINAL REALITY

SHAREWARE
The Apogee Model: Try before you buy!

Developed by Terminal Reality, Inc. Published by 3D Realms Entertainment.
3D Realms Entertainment is a division of Apogee Software, Ltd. All rights reserved. All trademarks are the property of their respective owners.

CD-ROM

X-COM: Terror from the Deep

Category: Strategy

Developer: MicroProse UK

Publisher: MicroProse Software Inc., 180 Lakefront Drive, Hunt Valley, MD 21030-2245 (410) 771-1151

Required	We Recommend
CD-ROM drive; 386/20; 4MB RAM; 3MB hard-drive space; Mouse	Double-speed CD-ROM drive; 486/50; 8MB RAM; Supported sound card

M.S.R.P.: $59.95

X-COM was a great game, and if you're itching for more of the same, the sequel definitely provides it. Just don't expect anything extra.

X-COM: Terror from the Deep is proof that you should be careful what you wish for. When *X-COM* was riding high on acclaim from gamers and critics alike, a bunch of us said we'd love to see a sequel, even if it was just more of the same.

Unfortunately, that's just about what MicroProse has given us.

In *Terror from the Deep*, you're back in command of the Extraterrestrial Combat Unit, once again defending the earth from alien invaders. The twist — and it could've been a good one — is that this time around the aliens have traded in their UFOs for submarines and are attacking us from the world's oceans.

When word of *Terror from the Deep* first got out, members of the gaming press in Britain (where *Terror* was designed) reported that it would simply be a new scenario for owners of *X-COM*. MicroProse was quick to correct that assumption, saying *Terror* would be a full, stand-alone game. Having played both *X-COM* and the sequel, though, I find it hard to imagine why *Terror* couldn't have been marketed as a simple add-on disk.



Multi-level battles aboard ships at sea help keep things interesting.

There's certainly not much new here. New graphics, sure, and some new names, but they're just thin disguises for the same weapons, creatures and technology that appeared in *X-COM*. The Sectoid is now the Aquatoid, in keeping with the game's primarily undersea action. The Motion Sensor is now the Particle Disturbance Sensor. Hangars are Sub Pens, and Missile Defenses have become Torpedo Defenses. You get the idea. There are even Magna-Blast Grenades and Dye Grenades. Why put hand grenades in a game that takes place deep under the sea, you might well ask (especially if you've ever tried throwing something underwater). Because there were grenades in *X-COM*, that's why. Maybe it was easier to rename them and give them new art than to just write them out of the game engine.

There are a few minor changes in *Terror*, but even these aren't really improvements. You can now click on a soldier's rank insignia to access his skill ratings from the arming screen; convenient when you're trying to decide who should get the best weapons or how much equipment each operative can carry. There's just one hitch: when you right-click the mouse to exit this screen, it doesn't take you back to the arming screen; it takes you straight into battle. Any soldiers you hadn't armed at this point will have to make do with whatever equipment the computer saw fit to give them, or waste precious movement points by dropping and picking up weapons as the battle rages on around them. It *is* possible to exit the stat screen without ending the arming stage (you simply click the left mouse button twice) but it's natural to try right-clicking, since that's how you exit a menu or cancel an action everywhere else in the game's combat segments.

There's also a new button on the combat menu. In addition to clicking on buttons to reserve movement points for aimed shots, snap shots or automatic shots, you can now make sure a soldier has enough points left over to kneel behind cover at the end of a turn. It's a well-intentioned addition, and one I had hoped to see — but it doesn't always work, so it's almost worse than not having it there at all.



Most of the action in *Terror* takes place undersea; and that's just about the only way the game differs from *X-COM*.

The only real change in gameplay springs from the fact that you'll be fighting the aliens on land as well as under the sea. Certain weapons in *Terror*, like the Hydro-Jet Cannon or the Torpedo Launcher, won't work on land. That means you've got to be sure you have a wide variety of weapons, and that you choose the right ones at the beginning of each mission. It makes *Terror* a little more challenging than *X-COM*, but since equipping your ships and soldiers is one of the few tedious aspects of the game, it also makes it more frustrating. The problem reaches its peak when you begin getting missions that are split into land and sea phases with no chance to re-arm in between.

Still, it *is* the successor to *X-COM*, which we called the best strategy game of 1994. That means *Terror* is a very good game. But it lacks something *X-COM* had going for it; the original was fresh and innovative, where *Terror* is more of what we've already seen. If you've already played *X-COM*, there's little reason to spring for *Terror from the Deep*. You'll get roughly the same effect by going back to the original.

— Dan Bennett

PC GAMER FINAL VERDICT

82%

HIGHS: It's almost a dead-ringer for last year's best strategy game.

LOWS: That's just about all it is — there's very little new here.

BOTTOM LINE: If you're just dying for more *X-COM*, this is your game; but don't look for any differences beyond the superficial.

Jewels of the Oracle

CD-ROM

Category: Puzzle

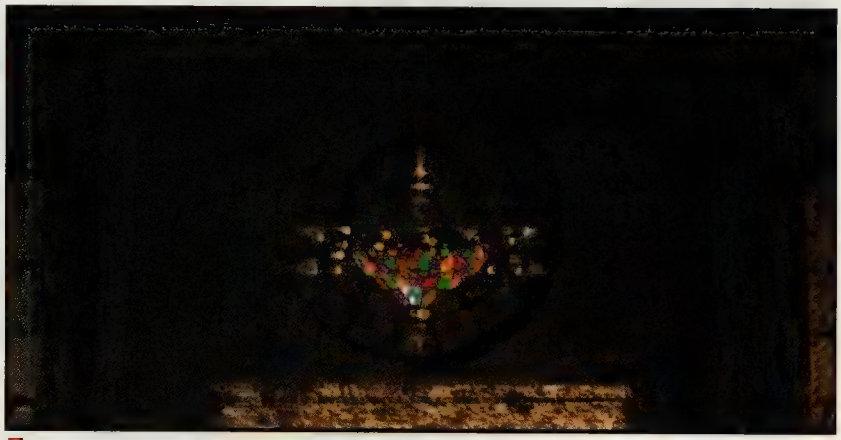
Developer: Eloi

Publisher: Discis, P.O. Box 66, Buffalo, NY 14223-0066 (800) 567-4321

Required	We Recommend
Double-speed CD-ROM drive; 486SX/25; 8MB RAM; SVGA; Windows 3.1; Sound Blaster compatible sound card; Mouse	486DX/50; Windows accelerator card

M.S.R.P.: $59.95

All you *Myst* junkies can relax; the first of the clones to capitalize on *Myst*'s popularity has arrived, and it's pretty good.



A jewel-encrusted thing explodes, but what does it mean?

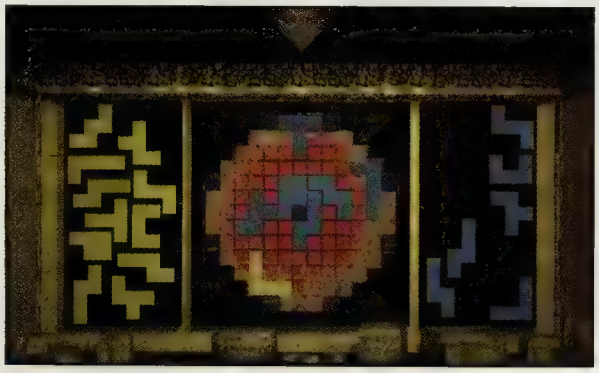
A few years ago, there was a new-age style puzzle game called *Heaven and Earth* that developed quite a cult following. It offered logic puzzles and computer "toys" to play and twiddle with, wrapped up in new-age graphics and lingo and accompanied by Kitaro-like music.

Then, of course, came *Myst*, which also offered puzzles and a warm, fuzzy fantasy environment to explore at your leisure. *Myst* has cast a long shadow over the gaming industry, but nothing yet has captured any of its magic. *Jewels of the Oracle* doesn't, either — but it does come really close, and it offers a *Heaven and Earth*-style puzzle experience in the process.

Jewels of the Oracle has already developed quite a cult following, just like another *Myst* aspirant called *Gadget* (online gamers are always willing to expound on the *Jewels* experience, so obviously some folks are taking a shine to this title). *Jewels* was designed by a man with the improbable name of Courtland Shakespeare, developed by a heretofore unheard of company named Eloi (as in, "Eloi, Eloi, lama sabachthani," I assume) and published by another heretofore unheard of company named Discis. *Jewels* basically came out of nowhere and is quietly making its way in the game market via word of mouth.

The premise of *Jewels* centers on an ancient, pre-Sumerian civilization in the Fertile Crescent. This civilization has been lost to the historical record, but a single structure remains: a large complex built to train and test the logic skills of the citizenry. Filled with magical and ingenious puzzles, it served as a training ground, revealing secrets to those who succeeded.

Well, you guessed it: You've stumbled onto the complex, and now face this ancient series of puzzles. In all, there are about two dozen puzzles. Upon entering the complex, you come to a vaguely circular room with a well in the center; by pressing stones on this well, you can call up the various puzzles of the game. Several chambers are located off this central room, and you must visit these as well. Sometimes things happen, like a fiery jewel spinning and bursting apart, followed by cryptic messages from the "guide" who will be with you throughout the game. But action is minimal. And what the guide's messages mean is anyone's guess at first, but slowly, as puzzles are solved and you accumulate the various "jewels," you do learn a little bit about the culture.



Fit the pieces together to cover the frame.

The puzzles are almost all very good, and nicely integrated into SVGA scenes. We've seen a lot of these before in other games and in shareware: fitting blocks together, picking paired items that are similar, pushing things around. There aren't any of the button-and-lever type puzzles common to *Myst*: these are all single screen logic tests, ranging from easy to very hard. They're all accessible at the outset of the game, and the design allows you freedom to roam around the various puzzle rooms and try things out. There are few real obstacles to get around, and no predefined goals: You're merely here to test your skills of reason and maybe learn a bit about a mysterious civilization.

The music is suitably new agey, and the sound effects minimal. Animations tend to be choppy, but static screen are nicely rendered. In all, it's a surprisingly pleasant gaming experience for those who like this sort of thing. It has none of the narrative cohesion of *Myst* or *The 7th Guest*, but instead has the free-roving exploratory feel of *Heaven and Earth*, and is sure to appeal to puzzlers.

—T. Liam McDonald

PC GAMER FINAL VERDICT

HIGHS: A generous selection of good logic puzzles nicely integrated into SVGA scenes.

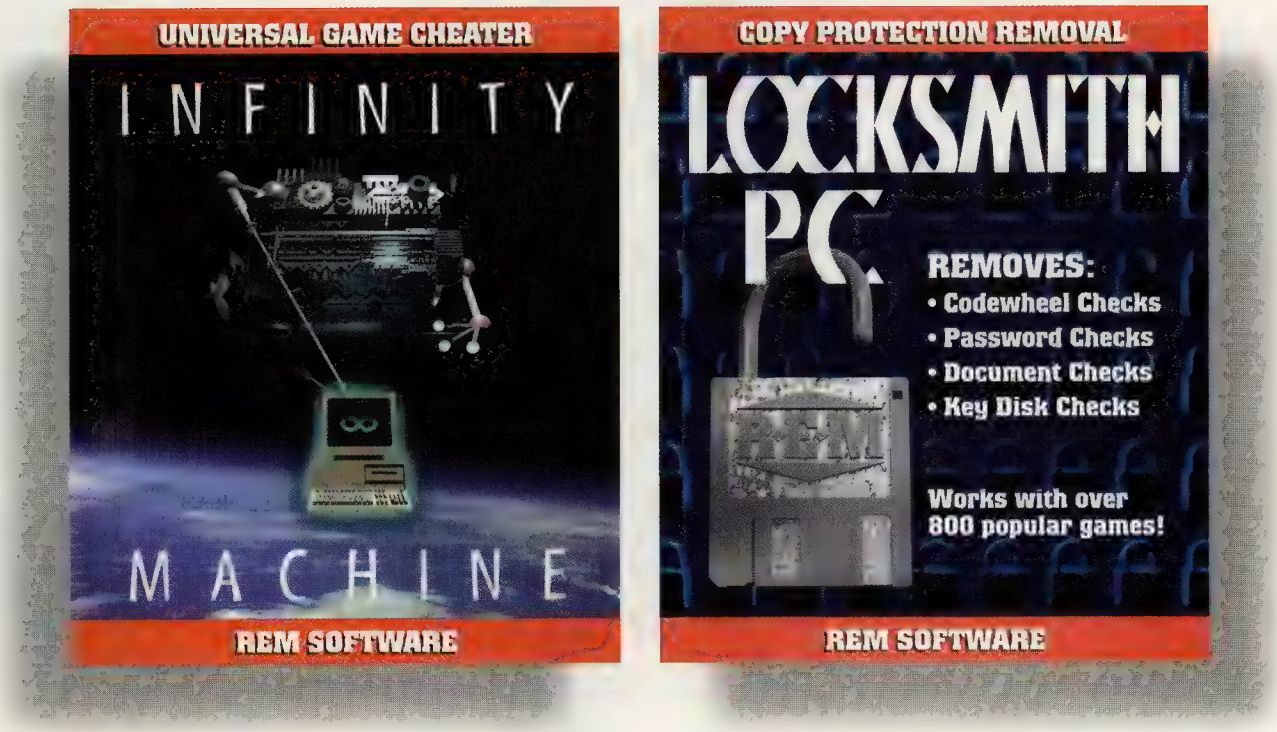
81%

LOWS: Some spotty graphics and choppy animations; action is minimal.

BOTTOM LINE: If you like puzzles games of the *Myst* variety, you'll certainly enjoy this.

"Sure, PC gamers have been promised this kind of thing before. What makes the **Infinity Machine** different from earlier utilities is this: it works."

—PC Gamer, June 1995



Infinity Machine has the critics—and many of you—smiling broadly. What could be simpler than altering game variables at the touch of a key? Unlimited health, ammo, money, shields means no more hassles from those ugly computer meanies.

Talking of hassles, while you're busy killing aliens is no time to be pestered by annoying copy protection routines. Squelch them permanently with Locksmith PC. No more code wheels, document checks, secret passwords, or key disks to clutter up your life.

Infinity Machine and Locksmith PC. The new dynamic duo of PC gaming.

Now available every major place where games are sold. Or order direct by calling 1-800-457-1161 for rush delivery.

Computer game utilities from REM Software. Revolutionizing the way you play.

Product Information Number 149

© 1995 REM Software

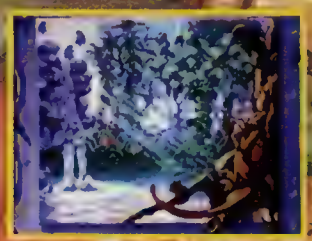
EXTRACTORS

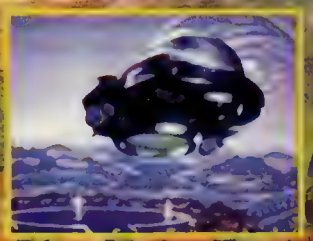
Planet Zarg Is About To Experience Gravity.

A millennium ago the peaceful Flinarj were nearly wiped out by the Quarrian Empire. Fortunately, from within their capital city and last stronghold the Flinarj developed a massive machine which ripped up twenty-five huge chunks of land from the Planet Zarg and raised them into the skies above. The Flinarj have long lived safely on their islands in the sky. Now, however, there is a threat. The Zargon Mineral Trading Authority (ZMTA) is intent on capturing the Flinarj machine to dig deeper into the Zargon crust to mine for precious jewels. After several years of development the ZMTA Flying Machine is ready. But so are the Flinarj.









VIC TOKAI INC.
22904 Lockness Ave. Torrance, CA 90501
To order direct: call (310)326-8880

© 1995 Millennium Interactive Limited

Product Information Number 165

The Daedalus Encounter

CD-ROM

Category: Interactive Adventure

Developer: Mechadeus

Publisher: Virgin Interactive, 18061 Fitch Ave., Irvine, CA 92714 (714) 833-1999

Required	We Recommend
Double-speed CD-ROM drive; 486/33; 8MB RAM; 4MB hard-drive space; Windows-accelerated local-bus SVGA; 8-bit Windows compatible sound card; Windows 3.1	Triple- or Quad-speed CD-ROM drive; Pentium; 25MB hard-drive space; Mouse

M.S.R.P.: $79.95

Iron Helix meets *The 7th Guest*, as Wayne's babe bashes some aliens in Virgin's newest video adventure.

Remember a game called *Critical Path*? Hated it, did you? Sure, it looked good, and it was a pretty cool idea, but it was way too easy and too damned short. Ever wonder why?

To make a long story short, Mechadeus, *Critical Path*'s creator, told MediaVision, the game's publisher, they couldn't create a full-featured game in the amount of time they'd been given, and MediaVision said "fine — just give us a demo, then." Three and a half months later, MediaVision received that demo and proceeded to sell it as a full-priced game, despite Mechadeus' objections.

The game-buying public felt justifiably angry and, determined to redeem themselves, Mechadeus set about the task of creating a full-fledged, Class-A title that would appeal to as broad a spectrum of players as possible. And I'll be damned if they haven't actually done it.

The Daedalus Encounter opens in the year 2135, during the final days of the First Interstellar War. You're Gunner First Class Casey O'Bannon, serving aboard the TAS Interceptor *Talon* along with Pilot Lt. Ariel Matheson (Tia Carrere) and Co-Pilot/Engineer Warrant Officer Zack Smith (Christian Bocher), both friends and shipmates of yours since Basic Training.



Is anybody in there? If you can't answer a simple yes or no question at the very beginning, the game's already over.

During a routine patrol near Phalanx Prime you're attacked by a group of Vakkar fighters and are forced to eject from your doomed ship. Ari and Zack get out OK. You, well...all the medtechs were able to salvage was your brain, which was placed in a life support system. When the war ended, Ari and Zack went into the space salvage business, then "liberated" you from the med-lab and hooked you into the systems aboard their surplus transport, *Artemis*, where you can now see and hear them through the A/V feeds on the ship and aboard a remote control probe. Some friends, huh?



Daedalus opens with visuals as impressive as those in *Critical Path*, but it follows through with greater playability.

After this extended cinematic opening, things settle into a style quite similar to *Critical Path*'s, but this time around you do more than just throw switches while Tia dances around in front of a blue screen; you get to go off on your own and explore, even meet interesting alien individuals and kill them.

As promised, *The Daedalus Encounter* is superior to *Critical Path* in almost every way (not too tough an accomplishment, I admit). Mechadeus has not only increased the overall playing time (there's more than 2 hours of live-action video alone), but they've beefed up the interactivity as well by adding numerous puzzles, adventure- and arcade-style gameplay, and the ability to set your difficulty level. You're definitely not gonna blow through this one in a couple of hours.



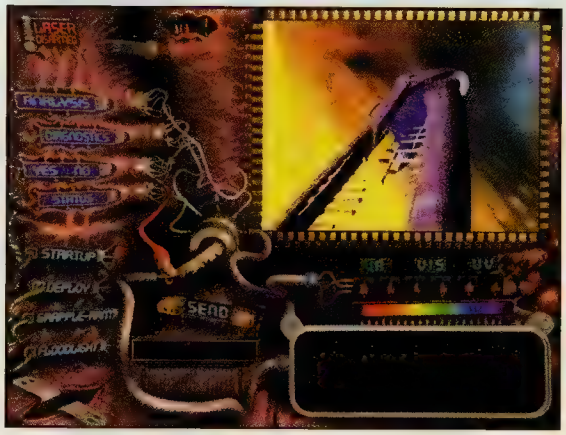
Visible spectrum analysis of a Daedalus door uncovers a possible alien language. Record any word — you'll need it.

Yes, there is still a lot of sit-and-watch going on, especially on the first of *DE*'s 3 CDs (I timed one video segment at almost 9 minutes!), but the balance of cinematics and interactivity is constantly shifting, and by the time you reach the third disc you're spending most of your time in Navigable QuickTime, a device similar to the *Star Trek: TNG Interactive Technical Manual*'s QuickTime VR, where you can scroll your view around and examine objects up close.

On board the *Artemis*, you're essentially a Brain in a Box — a silent cross between a HAL 9000 and the Voight-Kampff interrogation machine in "Blade Runner." Your default display is a

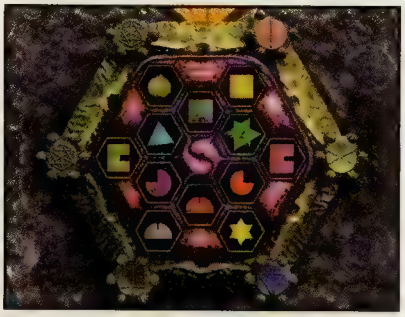


Zed's dead, baby. Zed — I mean Zack — gets in the line of fire during a Krinn attack.



If you fail to solve the *Daedalus*' secrets, the huge craft plummets into a scorching alien sun with you on board.

quarter-screen QuickTime window and a bank of jury-rigged LED displays nestled in the squishy pink goo of your brain, but you can choose to display the video full-screen, using keyboard commands to activate your various biomechanical instruments. Unfortunately, without a *very* good Windows-accelerated, local-bus video card, even a 100MHz Pentium may not be able to deliver a smooth full-screen picture in more than 256 colors,



Most of the puzzles are reminiscent of *The 7th Guest* in their abstract nature.

and the game really looks its best in thousands (or millions) of colors.

Before long, you, Ari, and Zack find yourselves trapped aboard a huge alien vessel hurtling headlong into the sun, searching desperately for a way to unravel the mysteries of its technology and seemingly extinct culture. Like Kat in *Critical Path*, Ari is a self-assured woman who, although cool and capable, is still unnerved by the strangeness of her situation. Zack, on the other hand, is pretty much an idiot — an impulsive wisecracker who thinks nothing of doffing his spacesuit and taking a drink from what turns out to be an extra-terrestrial toilet.

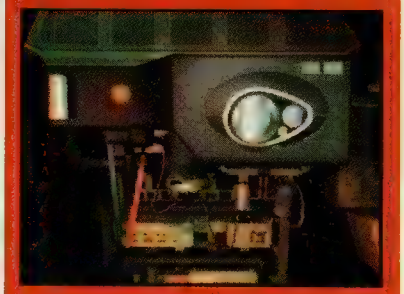
For the rest of the game you are a free-floating remote probe, capable of self-diagnostics, sophisticated analysis, object retrieval and simple communication. Most of the puzzles you encounter are presented as elaborate door-lock mechanisms involving the manipulation of shapes and colors; they're almost *7th Guest*-like in their apparent lack of connection to the game's plot. Others are less obvious and better integrated into the narrative. Although online help is always available, it reveals only the puzzle's goal and never the outright solution. You can save and restore games at any time, but your position is also recorded automatically at certain points (like *Cyberia*'s "milestones") that you may Jump To or Continue from as well.

While the video-based nature of *DE* dictates a more-or-less linear structure, it's still possible to bypass certain situations and then go back to deal with them later, and there are two very distinct endings — each with a couple of variations. The game has a spirited sense of humor, a spooky soundtrack with music by HerHouse and Ronnie Montrose, and razor-sharp visuals that really show off the intricate, massive, 3-D rendered sets.

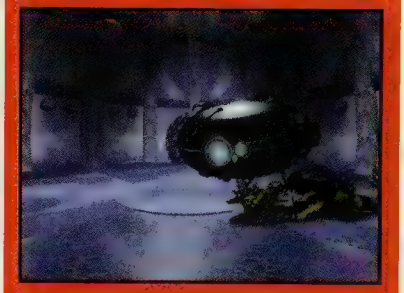
Ego? Id? Deus ex Machina?

You're not half the man you used to be...

The Daedalus Encounter takes one of the great science fiction clichés — the disembodied brain — and tells its story from that viewpoint. That's right; you, the player, are nothing more than a gob of grey matter on life-support. And yet you'll still interact more with your surroundings in this game than you did in *Critical Path*.



This is how you appear aboard the *Artemis*...



...and this is you as a probe. Well, at least you can fly...

Ultimately, though, *The Daedalus Encounter* will still prove too shallow for hardcore gamers whose natural distrust of video may never dissipate, while casual gamers may appreciate the fine cinematics but find the puzzles too frustrating. You can't please everyone, I guess, but with *The Daedalus Encounter*, Mechadeus has certainly tried.

—Scott Wolf

PC GAMER FINAL VERDICT

79%

HIGHS: Smooth, beautiful video, variety of gameplay, and plenty of puzzles.

LOWS: Excessive sit'n'watch segments, and some really dumb dialog.

BOTTOM LINE: A sincere attempt to make a program that works both as an interactive movie and a game.

Miami 5:47 p.m.
Mark draws power from his mana pool and summons a Mesa Pegasus.

New York City 5:48 p.m.
Angela taps her mountains for one point of red mana. She casts Earthbind.

Mark's Pegasus flies straight to the graveyard.



MAGIC The Gathering™

The computer strategy game that will hold you spellbound. Now on CD-ROM.

MICROPROSE®

For IBM®-PC & Compatibles on CD-ROM. 1-800-879-PLAY. http://www.microprose.com

©1995 MicroProse Software, Inc. All rights reserved.

SPIN

Featuring cool music from some of SPIN's hottest bands.

MicroProse Software, Inc. is an official licensee of Magic: The Gathering™
Magic: The Gathering is a trademark of Wizards of the Coast® Inc.

Wizards OF THE COAST

Product Information Number 122

Clockwerx

CD-ROM

Category: Action/Puzzle

Developer: Callisto Corporation

Publisher: Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA 94501 (510) 522-1164

Required	We Recommend
386DX or faster; Windows 3.1; 4MB RAM; CD-ROM drive; 5MB hard-drive space; SVGA; mouse	Double-speed CD-ROM; 486; Supported sound card

M.S.R.P.: $39.95

Many people race against the clock, but how about racing around inside one? As these puzzles illustrate, time never stands still...

If you've got some time on your hands, you just might want to take a look at Spectrum HoloByte's latest puzzler, *ClockWerx*, where you play the part of a spinning clock hand and make your way through fiendish, mazelike screens.

Time never stops moving, and neither do you; it's this constant action that's the basis for the challenges in *Clockwerx*. Levels are made up of an array of round dots, which act as axes for a variety of clock hands (including the one you control), which spin constantly. You must guide your clock hand through a maze of hazards, moving from axis to axis as the tip of your hand touches an adjacent dot.

It's not easy; your hand is always in motion, so you can never simply stop. And nothing else stops moving, either. There are all sorts of things just itching to destroy your hand, from enemy clock hands that are death to the touch and little landmines called spikes, to globs of oil that chase you around the screen. These hazards make the job of getting through the maze very, very tough. So you had *better* fly in this game, or you'll take a licking and just stop ticking.

With 100 levels to work through, you can expect some intricate puzzles. The early levels are easy, but soon you will encounter doors, bombs, guns, disappearing dots, and more — it's enough to make you buy a digital watch. You've got to know when to switch directions suddenly, when to follow an enemy clock hand or when to move towards it, and which way your clock hand should be swinging.

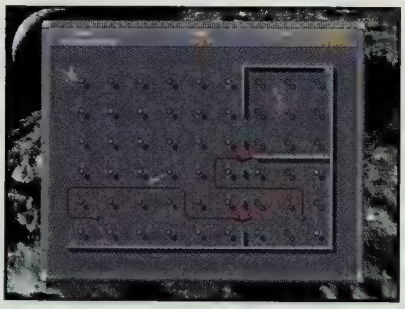
There is a time limit for each level, but this can actually be an advantage, since when you die (and you will) the clock resets, giving you another opportunity to complete the level. You can use a mouse or the keyboard for control; I found the keyboard easier to use, but I was never completely satisfied with either control method. Even after I had mastered the clock hand's movements (which definitely take getting used to, though there are 10 tutorial levels), I still found myself "missing" adjacent dots even though it seemed I had reacted in plenty of time.

Overall, *Clockwerx* is a low-key but pleasant game. It's not addictive, but a nice diversion for a half-hour or so while you take a break from a database or spreadsheet. Not particularly ambitious, its strengths rest primarily on the innovative system of movement and puzzles that comprise the game. There are certainly worse ways to kill time.

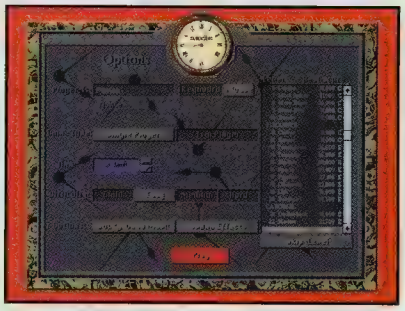
—Mark Pitcavage



With all of these moving hands, *Clockwerx* can get almost too frustrating at times.



Bombs can blow holes through walls, and open passages to the rest of the level. Just don't get too close to the fuse!



You can choose from 100 levels, but only if you've completed all of them. You have to play each in order first.

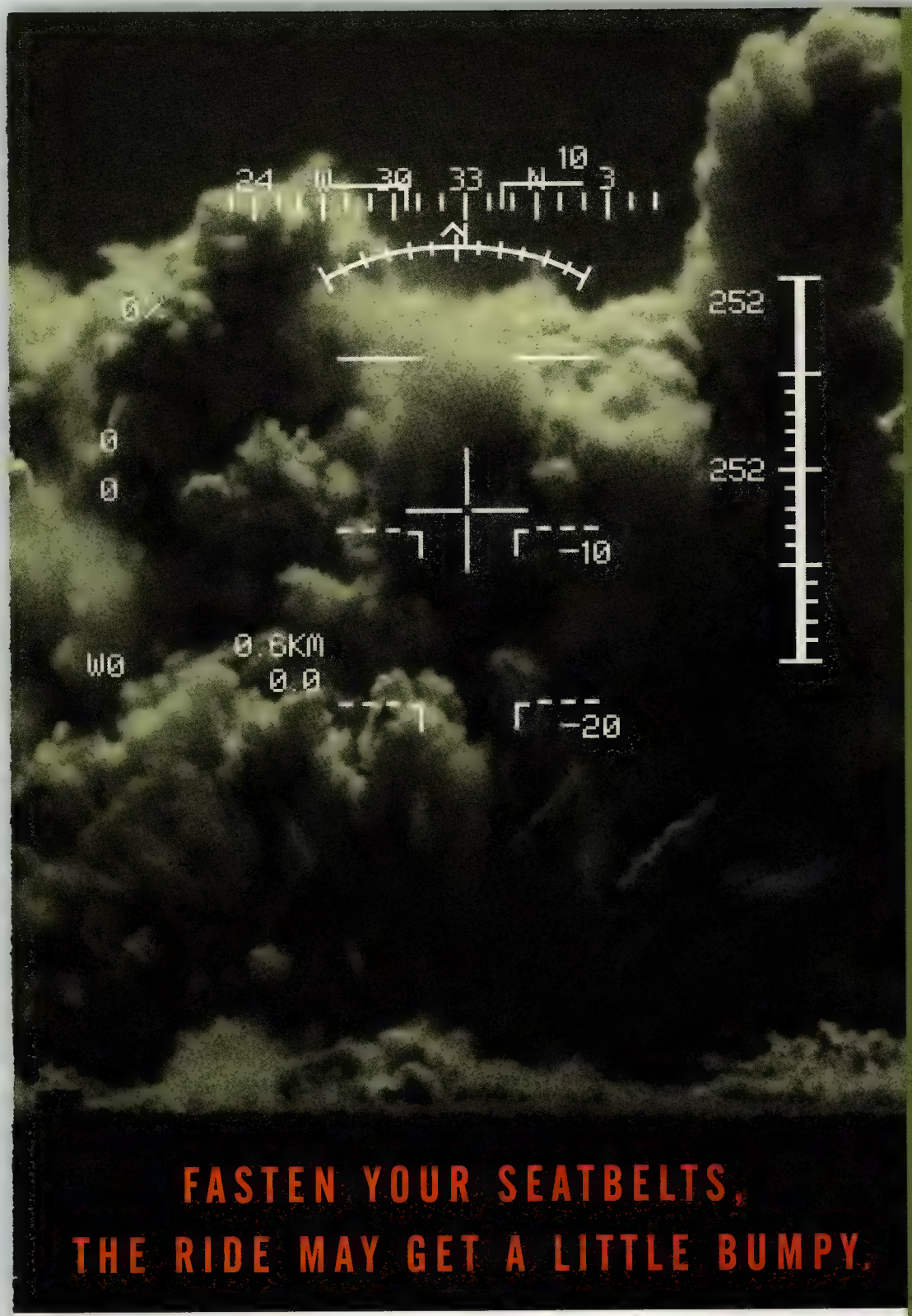
PC GAMER FINAL VERDICT

HIGHS: Intricate movement system adds new dimension to an otherwise standard puzzle game.

75%

LOWS: Lack of humor and the limited variety of puzzles affect the games' longevity.

BOTTOM LINE: As puzzlers go, the idea behind *Clockwerx* is clever enough to demand a look.



FASTEN YOUR SEATBELTS.
THE RIDE MAY GET A LITTLE BUMPY.

APACHE

The Combat Helicopter Simulation

From Digital Integration

© 1995 Interactive Magic

Product Information Number 110

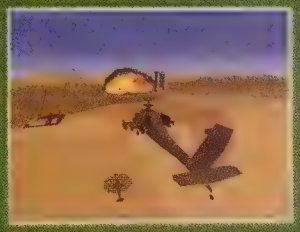




War may be hell. But not from where you're sitting. It's 100% pure adrenaline, white knuckle, non-stop, in-your-face action with Apache. From the company committed to providing the



most gut-wrenching CD-ROM games. Interactive Magic. It will hurl you into the middle of unbelievable 3-D graphics. It's equipped with an incredible arsenal of weapons.



And the explosions are so realistic, you'll be thankful it's just a game. So pick up Apache, the ultimate combat helicopter simulation for your PC. And strap yourself in.

INTERACTIVE MAGIC

919-461-0948

Slipstream 5000

CD-ROM

PC GAMER EDITORS' CHOICE

Category: Action

Developer: The Software Refinery

Publisher: Gremlin Interactive, 6400 West Gross Point Rd., Niles, IL 60714 (415) 693-0297

Required	We Recommend
CD-ROM drive; 486/25; 4MB RAM; 20MB hard-drive space	486/66; 8MB RAM; joystick; Sound Blaster or supported sound card

M.S.R.P.: $59.95

***Slipstream* is a simple, light-hearted action game that also happens to have some terrific graphics.**



The track in Egypt is decorated with detailed hieroglyphics and ancient art.

After disappointments like *CyberRace, Delta V,* and *Zephyr,* experienced gamers are just about conditioned to be skeptical of science-fiction racing games. But anyone who gives *Slipstream 5000* the benefit of the doubt will find it to be a challenging, entertaining title.

Slipstream takes place in a future where some of the great natural and man-made wonders of the world have been turned into the most dangerous racetracks in history. You'll pilot your hovercraft through the Grand Canyon, along the Amazon, and down passages beneath the great pyramids of Egypt.

There are 10 different tracks, all rendered in 3D polygon-based graphics with detailed texture maps. Some of the scenic vistas you'll pollute with exhaust fumes are downright striking: the tunnels in Egypt are covered with hieroglyphics; in New York City, Lady Liberty is just visible on the horizon; and the icy Norwegian fjords are stark and forbidding.

The flying machines in *Slipstream* look great, too: the designers gave realism a miss and opted for a sort of retro-sci-fi look. The ships look like those little die-cast spaceships you may have played with as a kid, adding a sense of nostalgia.



In addition to network and modem play, *Slipstream* has a split-screen mode for head-to-head action on a single computer.

You start a single race or 10-race season with $750, which you can spend any way you like. In addition to the two blasters that come standard with every Slipstreamer, you can buy missiles and mines; turbochargers that give you a brief burst of speed; and system upgrades that make your weapons more effective.

Once you've readied your ride, you move on to the race itself. The action opens with a corny TV broadcast, where you'll get a quick preview of the course you're about to tackle as a Slipstreamer blazes through it for the cameras.

With the introductions out of the way, it's time to start your engines, fly like crazy, and shoot anything that tries to pass you. Of course, your opponents will be shooting back. Damage from their weapons — or from bashing your Slipstreamer against a wall — affects two systems: your engines and your steering. Fortunately, every *Slipstream* track has the futuristic equivalent of a pitstop — an energy tunnel that fixes your machine and recharges your turbo booster.

In addition to structural damage, you've got to worry about the effects of the more exotic weapons your opponents may be carrying. Some of them screw up your steering; others cut your speed in half; still others send you pinballing along the track at top speed. These effects are temporary, but a little trouble goes a long way in a game where split seconds count.

And they do count in *Slipstream.* This is one of those games where the action is so absorbing (and the sense of motion so convincing), you may catch yourself swaying back and forth in your seat, leaning into turns and craning your neck to try and see around the next curve.

One of the game's few drawbacks lies in its steep hardware requirements. It runs pretty smoothly on a 486/50 with just a few of its detail settings turned down, but you'll want a Pentium to run this baby with all the visuals cranked up.

Saving games is another sore point. You can only save your progress at one of two post-race scoring screens. It's all too easy to click "Continue" and skip past that screen without saving — and once you've done that, you can't go back.

Those problems aside, *Slipstream 5000* provides excellent, fast-paced action. Add a replay option that lets you watch an entire race after it's over, plus modem and network support for multi-player racing, and you've got a terrific game.

—Dan Bennett

PC GAMER FINAL VERDICT

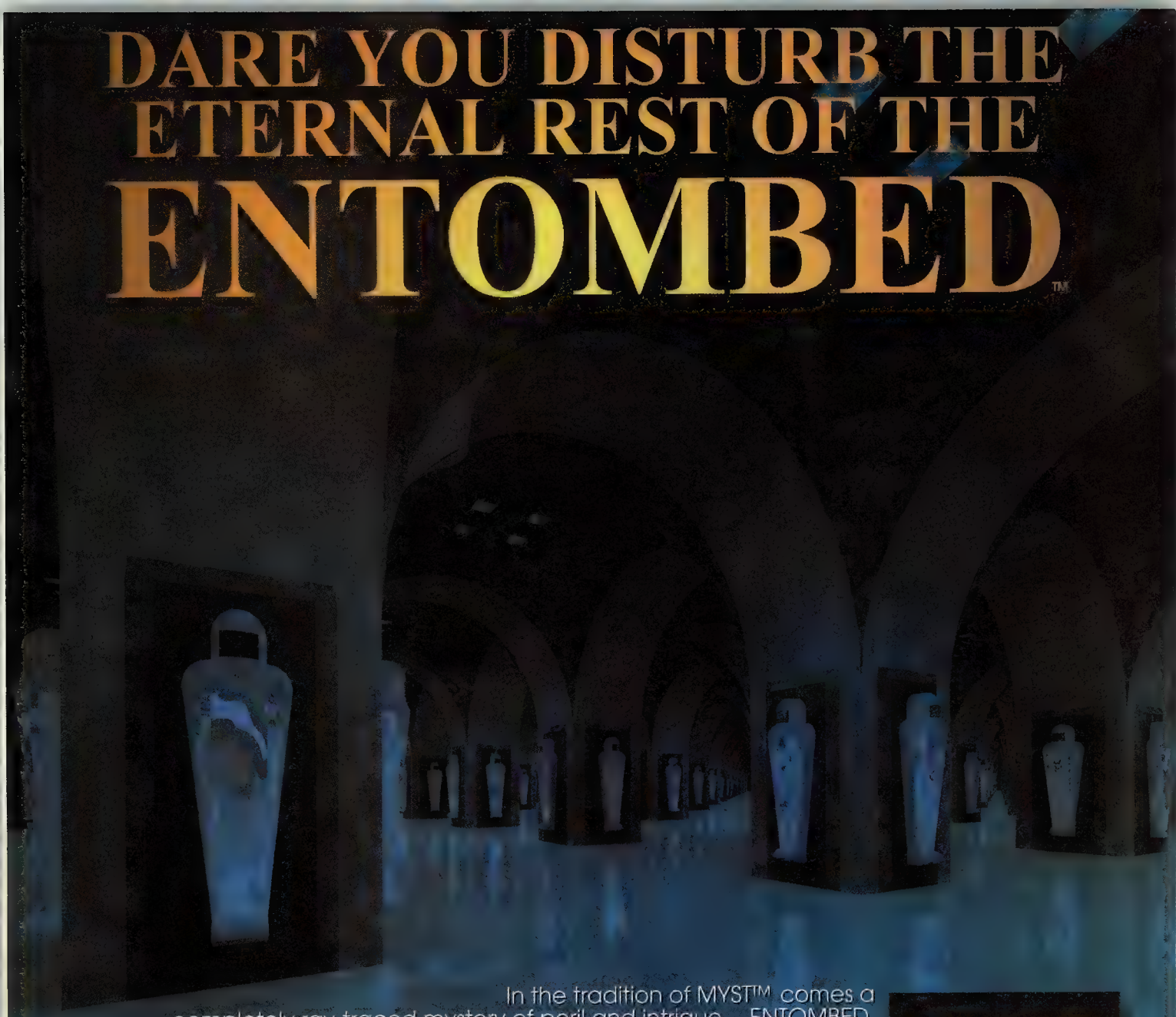
89%

HIGHS: Fast-paced action and absolutely beautiful graphics.

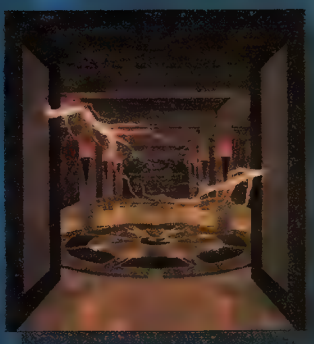
LOWS: Pretty steep hardware requirements; unfriendly game-saving feature.

BOTTOM LINE: Gremlin isn't known for knock-out games, but they've got a real winner in this one.

DARE YOU DISTURB THE ETERNAL REST OF THE ENTOMBED™



In the tradition of MYST™ comes a completely ray-traced mystery of peril and intrigue -- ENTOMBED. Designed by the Australian software magicians at Chaos Concepts, ENTOMBED will pit you against an ancient civilization's technology, their insidious - and potentially lethal - traps, and a deep underlying mystery of monumental consequence. Armed with only the diary of a previous colleague, you must solve the mystery of your failed predecessors and unravel the riddle of ... the ENTOMBED.

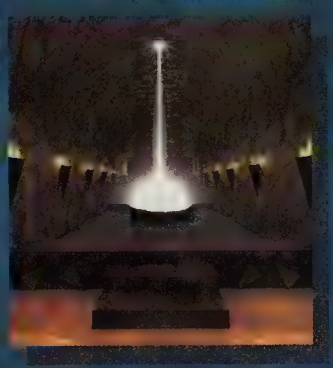


"Beautifully rendered 640 X 480 SVGA graphics and excellent "mood music" enhance ENTOMBED, providing the player with the slickest, puzzle-based Windows adventure I've yet seen."
-Computer Gaming World

"91% WOW! What a brain-boggling, mind-imploding game... It's a GRAB with a capital "G"!"
- Gamestar Magazine

ENTOMBED is available at fine software retailers nationwide or order by phone from **beaucomm Software**. A Demo Episode of ENTOMBED is available from America On-line, CompuServe and fine BBS's nationwide. To order ENTOMBED on CD, or a demo episode on 3½" disk for just $4.95 with VISA or MC call **beaucomm Software** at 1-800-266-3281.

Requires: IBM-PC / Windows / CD-ROM • Retail & Dist. Inquiries Welcome.





PUBLISHED BY:
IMPULSE GAMES

ENTOMBED © 1994-95
Chaos Concepts, All Rights Reserved.
Entombed is TM of Chaos Concepts, Pty. Ltd.
Myst is a trademark of Cyan, Inc.
Windows is a reg. tm. of Microsoft, Inc.

CHAOS

CD ROM

Product Information Number 148

From the publishers of today's most innovative, visually stunning magazines ...



CD-ROM Today



PC Gamer



NEXT Generation

Your Cyberspace

the

Envision a magazine that is 100% **committed** to bringing the Internet to life, superbly **visual**, engagingly **fresh**, immeasurably **helpful**, dedicated to making sense of the Internet for the **millions** of people who want to cruise the information highway for **fun and profit**.

Companion



- Hard-hitting, cutting-edge reviews of the latest software, hardware, books, tools, sites, and Internet resources.
- Product ratings that give clear buying advice.
- Step-by-step, fully annotated how-to guides.
- Incisive interviews with the movers and shakers behind the communications revolution.
- Feature articles by some of the Internet's most experienced interpreters.
- News, humor, essential tips and tricks, and entertaining Internet trivia.

A revolutionary phenomenon demands a new kind of magazine...

Subscribe today!

Call 1-800-706-9500,

or e-mail your subscription to

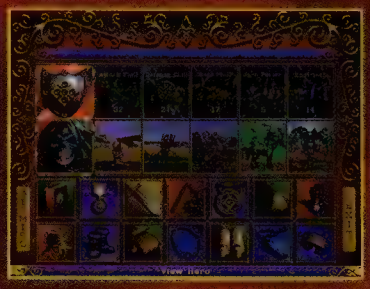
free-issue@thenet-usa.com

5VS07

WHEN THE SMOKE CLEARS ONLY HEROES REMAIN

Orion strode across the battle worn field to gather the survivors among his victorious army. Two of Orion's arch rivals had been defeated and the bounty of Tundara Castle was secure. Yet he was still restless, only the destruction of the remaining warlord, Vesper, would satisfy him... after all, the ambitions of a true *Hero of Might and Magic* are not easily attained!







- *Complex Battle Scenarios*
- *Multiple, Unique Unit Types*
- *Exquisite SVGA Graphics*
- *Unlimited Replay Value*
- *Atmospheric Sound Effects*
- *Original Musical Score*



HEROES of Might and Magic

Available at your local software retailer or order direct from New World Computing at 1-800-325-3898 (818-591-4136 outside the U.S.), or by mail: P.O. Box 4302 Hollywood, CA 90078-4302.

NEW WORLD COMPUTING, INC

P.O. Box 4302, Hollywood, CA 90078

© 1995 New World Computing, Inc. Heroes of Might and Magic is a trademark of New World Computing, Inc. New World Computing and its distinctive logo and Might and Magic are registered trademarks of New World Computing, Inc. New World Computing, Inc. is a wholly owned subsidiary of NTN Communications, Inc. All rights reserved. IBM screens shown. Actual screens may vary.

Product Information Number 130

Machiavelli the Prince

CD-ROM

Category: Strategy

Developer: H.D.I.

Publisher: MicroProse Software, Inc., 180 Lakefront Drive, Hunt Valley, MD 21030 (410) 771-1151

Required	We Recommend
CD-ROM drive; 386; 4MB RAM; Mouse; SVGA	Double-speed CD-ROM; 486 or Pentium; Sound Blaster or supported sound card; General MIDI

M.S.R.P.: $49.95

Yes, it's basically *Merchant Prince* re-packaged, but *Machiavelli the Prince* is still a good game...

When I first ran *Machiavelli*, I experienced a startling lurch of *deja-vu*. Sure enough, this is the same game as *Merchant Prince*, published last year by QQP. Evidently, there was some sort of falling-out between QQP and H.D.I. (then going by the unfortunate name "Holistic Dudes"), and the original game was yanked from distribution.

While it is more than a little disingenuous of MicroProse to reissue the game without *any* indication on the box that it is, in fact, a previously published game, let's be grateful that this classic is back. By whatever title, it was always a terrific game, and MicroProse has given it an SVGA face-lift that is effective, if not downright gorgeous.

Machiavelli is a rich, colorful, eventful simulation of political and economic life in the 14th Century. It combines exploration, trade-management, political intrigue, and warfare; it is well balanced and wickedly addictive.

Wickedness is perhaps the game's special ingredient; the precepts of Machiavelli himself are given full play in the game's dynamics. In *Machiavelli*, it *is* better to be feared than loved (and you can always *buy* popularity, when it's expedient), and promises are made to be broken.

The object of the game is pretty simple: whoever has the most gold and power when time runs out is the winner, and no points are awarded for being either nice or honorable in the process of acquisition. Game length is adjustable, from a quick-and-dirty 30-year span to dynastic lengths of more than a century.

You begin by exploring the world: rooting out the trade possibilities of the various cities you discover, either by ship or by land caravan; setting up profitable trade routes; and dealing — as all good explorers must — with storms, pirates, brigands, and unreasonable foreign potentates who won't let you trade at their ports until they've pocketed some enormous bribes.

Once you've created a thriving mercantile empire, you can expand your power and influence in a variety of Machiavellian ways: bribe senators until you're elected doge and can loot the Venetian treasury (call it "public works", of course), command military forces against corsairs and recalcitrant rival states, or just throw a lot of parties in that new marble villa on the Grand Canal.

True to the age, the Church offers many possibilities for wealth and power. You start by buying off a few cardinals (which brings in a tidy income from the sale of Indulgences), and after a decade or two, you or one of your cronies may be elected Pope, at which point you can inflict horrendous paybacks on your enemies through excommunication and other dire measures. Along the way, you can hire arsonists to burn down your rivals' warehouses and palaces, spread vicious rumors to damage reputations, hire assassins, and send mercenaries out to ambush caravans.

Machiavelli is a complex game, but it's well designed, and MicroProse's documentation makes it all clear. Modem and Internet play are available; I suspect the game will be a big hit in those modes, since you're allowed to bribe, insult, and even frame your remote opponents so they get the blame for your misdeeds.

To complete this elegant presentation, MicroProse has thoughtfully thrown in a paperback translation of Machiavelli's *The Prince* — essential reading for anyone who even pretends to be civilized.

In short, *Machiavelli* is a very good game, refurbished and reborn.

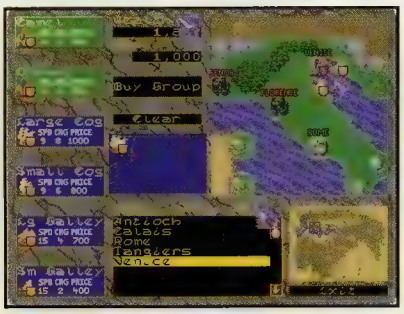
—*William R. Trotter*



As you explore, you'll find some cities with green names, some with red. If red, you'll need to conquer the place or bribe the local potentate in order to trade there.



Watch for a small red bar under a senator's image — that means his loyalty can be yours if the price is right.



On the Venice screen, click on the anchored galley to invest in new ships or combat units. Warfare is by far the least efficient and costliest way to advance your cause, but, hey, some times a duke's gotta do what a duke's gotta do!

PC GAMER FINAL VERDICT

84%

HIGHS: One of the best power-monger games around.

LOWS: It *is* a revamped, repackaged title.

BOTTOM LINE: Colorful, complex, addictive, and subversive! Play with a friend (while you still have one...).

HARPOON II DELUXE™
The Next Generation is Launched!

The shock wave is just beginning. Announcing the most advanced naval battle simulation ever! ... Empowered to let you re-write history. Used in training by the Naval Academy, HARPOON II DELUXE puts you in the command center action like never before.

HARPOON II DELUXE™

MULTI-MEDIA EDITION ON CD-ROM

IntraCorp

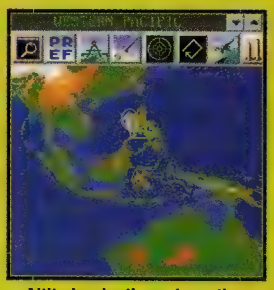
- 2 additional battlesets, for 30 new, startlingly realistic scenarios.
- All-new Scenario Editor. You design the encounter.
- Over 100 full-motion video and sound clips for unbelievable realism.
- Detect, track and engage all forces.
- Realistic weather modeling.
- Military-style vector maps.
- Vast database with tech specs and pictures of hundreds of ships, subs and aircraft.
- Lifelike communications models recreate electronic warfare.

THREE-SIXTY

Add an incredible array of features like toolbar control buttons, easy user interface, and you have the most realistic battle game ever.



Actual video clips of weapon launches and explosions.



Altitude, depth, and weather information.



Formation editor defines threat axis and patrol zones.



Hundreds of database specs, photos and drawings of military hardware.

Visit Capstone Online: America Online (Keyword: Capstone); Software Creations BBS (508) 365-9352; Web Page Site: http://www.gate.net/~intracor/. Or Call Capstone's BBS (305) 374-6872

Software and Artwork © 1995 IntraCorp, Inc. All rights reserved. Harpoon II and Three-Sixty are trademarks of IntraCorp, Inc. Harpoon is a registered trademark of GDW, Inc. BattleSet and Staff Assistant are registered trademarks of ACSI. All other trademarks and copyrights acknowledged.

Product Information Number 90

Jagged Alliance

CD-ROM

PC GAMER EDITORS' CHOICE

Category: Roleplaying/Strategy

Developer: Madlabs Software

Publisher: Sir-tech Software, Inc., Ogdensburg Business Center, Ogdensburg, NY 13669 (315) 393-6633

Required	We Recommend
CD-ROM drive; 486/33; 4MB RAM; 5-15MB hard-drive space; VGA; Mouse	Double-speed CD-ROM drive; 8MB RAM; Sound Blaster or supported sound card

M.S.R.P.: $59.95

This game's been promised almost as long as the Second Coming. Guess what? It's worth the wait!

Hail the advent of a new hybrid genre of PC game: the party-based, roleplaying, strategy adventure. There have been a few other games that made tentative moves in toward this direction, but *Jagged Alliance* both defines this new genre and sets a very high standard for other games to aim for.

Certainly few other game publishers have the roleplaying expertise of Sir-tech, whose *Wizardry* series has, over more than a decade, attracted a huge and loyal following of gamers. All of that expertise is proudly on display in *Jagged Alliance*, which has a wonderfully complete feel to it.

If you've played a few of the classic fantasy roleplaying games, you'll quickly see the similarities: .357 Magnums instead of scimitars, Kevlar vests in place of magic armor, and high-tech listening devices instead of spells from a grimoire. When grafted onto a solid strategy-game context, all of these familiar conventions not only work superbly, but acquire a whole new vitality as well.

As commander of a small mercenary force, the gamer must try to regain control of a tropical island called Metavira, where an evil scientist named Lucas Santino has raised a much larger army in order to corner the world's only source of Fallow trees, whose sap is the basis for an experimental miracle drug.

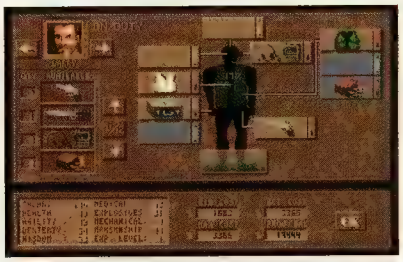


The blacked-out areas of the map are unexplored. There are just enough valuable items hidden in remote locations to make it worthwhile for you to map the whole screen — but beware of hard-to-see bodies of water. Some of your mercs can't swim, you know.

One of the nicer elements of *Jagged Alliance* is its economic sub-game. You have to finance your campaign through profits obtained by selling Fallow-tree sap, which means you'll also have a fluctuating number of native tappers and guards on your payroll — none of whom will work in any sector that has not been thoroughly pacified. Since Santino (in the guise of a pretty tough and unpredictable computer AI) will ruthlessly attack any weak point in your perimeter, you'll always have to keep the overall situation in mind when allocating guards or planning which sector to attack next.

Your force (made up of as many as eight mercenaries) is selected from a roster of available mercs. Cycling through their dossiers, you'll quickly see that the better-armed and more experienced characters are way beyond your available finances at the start — you'll have to make do with a motley group of beginners, marginal psychos, and over-the-hill retired cops, at least until the sap begins to flow in quantity.

Pay attention to the biographical sketches that accompany each person's photo — these will give you a rough indication of what kind of problems you might experience trying to fit them into a professional team. I ignored warnings of instability about one clown who professed to be an "explosives expert," and the first time he tried to disarm a detonator, he managed to blow off an arm and wound three other party members crouching nearby.



It's a good idea to empty everyone's personal inventory into the general pool before missions, then dole out items as needed to the person best suited. This takes some time and forethought, but it can pay dividends on the battlefield.

You won't have much firepower when you start your reconquest of Metavira: just a handful of .38 revolvers and the odd helmet or two. True to the standard conventions of roleplaying, your party members will have to bootstrap themselves to greater effectiveness by discovering bonus items, looting the enemy dead, finding ways to open locked doors, and uncovering buried or submerged valuables.

Inventory management is crucial, as

PICKS AND PANS

When the game starts, you won't be able to afford experienced, well-armed mercs like Russell Hunter (left). But even among the low-rent recruits, you should be able to find better help than old Biff (right).





Here on the strategic map, you see all the sectors under your and Santino's control, the number of usable trees, and the number of natives working as guards and tappers. The last two categories will fluctuate wildly, depending on your progress and setbacks.

it always is in a good RPG; in *Jagged Alliance*, it's handled through a point-and-click system that allows easy transfer of objects from hand to hand, from one party member to another, or from the roomy pockets of assault vests. Especially useful is the function that allows you to combine seemingly useless or disparate items to create hybrid gizmos that just might work in some crucial situation or other.

Metavira is divided into 60 sectors, and when the game opens, your side controls only one, down in a corner of the big island. Some sectors have Fallow trees, but it may not necessarily be in your interests to conquer those sectors first — apparently the empty sectors may in fact contain several valuable hidden items, and even if they don't, it's sometimes worthwhile to pacify them to provide a buffer for the sectors that are actually producing sap.

A strategic map shows the entire sector, with unexplored areas blacked out and individual mercs (yours and Santino's, if spotted) as colored dots. Actual combat operations take place on beautifully rendered tactical maps filled with jungles, rivers, lagoons, buildings, and bridges. You can see what your troops see, and one of the keys to success is to make careful, logical use of cover and concealment.

The movement system is pleasingly



You see on the screen what your mercs see on the ground. If enemy troops flicker in and out of sight, especially in the jungle, all you can do is maneuver cautiously until they come under observation again. Sometimes you only have to lie in wait and the enemy will come looking for *you*, which usually gives you the advantage.

flexible, allowing you to order your mercs to walk, run, crouch, sneak, "examine", back up, and exchange places, using mouse-and-key combos for the more complex maneuvers. Actions are turn-based and limited by movement points, a system I recently blasted for its inept employment in *Sabre Team*; here, though, it works rationally and reasonably — it doesn't take three action points to blow your nose, but it does take extra points to achieve the steadiest aim with your weapon or to fire from a crouch. Fair enough.

Combat scenes are exciting, with plenty of noise and flash, including whining ricochets, blood-curdling shrieks, and appropriate oaths uttered by the combatants (I love the way Santino's men refer to your guys as "Cow-pies"...). Each mercenary responds to the commands with a verbal signature in keeping with his or her characteristics: eager, sullen, dim-witted, fierce. You can shut these comments off if you like,



Be sure to search near each fallen foe — usually you'll turn up a spare ammo clip or something else valuable. In this game, you can't buy better weapons — you have to earn them the hard way.

but I found them a spirited addition to the game.

Best of all, the game strikes a great balance between challenge and frustration: it's *tough* to win this one, as tough as winning a good fantasy roleplaying game, and for many of the same reasons. But no matter how often I got creamed, I kept going back for more, gradually gaining ground sector by bloody sector. I'm still playing, and expect to be for days, if not weeks, to come. *Jagged Alliance* is a terrific game, offering the best of both the tactical combat and party-based roleplaying genres.

—William R. Trotter

TROTTER'S TACTICAL TIPS

1 Be careful about maneuvering individual mercs on the strategic map! Doing so may save time, but a shaky mouse-hand can cause an inadvertent click on a body of water and your merc may drown or encounter an unpleasant reptile in the shallows.

2 Equip at least one or two party members with canteens, even at the expense of more ammo. Metavira is a mercilessly hot dung-heap of an island, and if the mercs' blue-colored "energy bars" shrink too low, their performances will suffer. Put the canteens in their hands and click on their heads for a refreshing, energizing drink of water.

3 Always reserve two action points so that each trooper can go into a crouch at the end of movement — logically enough, this reduces significantly the chance of being hit if Santino's thugs spring an ambush at the start of their turn.

4 Don't automatically discard seemingly useless items of gear that appear in the basic inventory of a newly-hired merc. In a game like this, you can *bet* you'll find a use for them sooner or later. One of my guys has been carrying around a rock and a lead pipe for six days, and I suspect that eventually I'll be glad he's toting them.

5 Good basic strategy: concentrate first on sealing off the entire eastern end of the island. The land-mass narrows just west of those sectors, providing a natural choke-point, and they contain enough Fallow trees to generate a decent profit. In frontline sectors, never have fewer than five guards, or Santino may overrun ground you've already paid for in blood.

PC GAMER FINAL VERDICT

89%

HIGHS: An utterly engrossing experience, equal to the best fantasy RPGs.

LOWS: As in a complex fantasy RPG, there are a zillion things to keep track of, which makes for a high incidence of frustration.

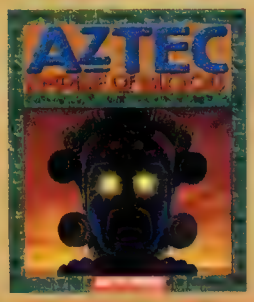
BOTTOM LINE: Whatever you choose to call this hybrid genre, *Jagged Alliance* is right at the top of it.



AUTHENTIC MEXICAN TAKE-OUT

AZTEC: EMPIRE OF BLOOD™

If you have an appetite for adventure, spend some time with the Aztecs. With **Aztec: Empire of Blood**™, build an empire as Montezuma or one of eight other Aztec Emperors. Form alliances with guidance from your Councillors. Win battles with Divine Favor from the gods. (Please them with human sacrifices and you're in for a real treat.) Or, witness the end of the world as your empire falls victim to drought and famine. No matter what happens, you can be sure that with the Aztecs, you'll have a lot on your plate.



MICROPROSE

For IBM®-PC & Compatibles on CD-ROM. 1-800-879-PLAY. http://www.microprose.com

Artwork courtesy of "Collection de la Bibliothèque du Musée de l'Homme," Paris.

©1995 MicroProse Software, Inc. All rights reserved.

Extractors

Category: Action

Developer: Millennium Media Group

Publisher: Vic Tokai, 22940 Lockness Ave., Torrance, CA 90501 (310) 326-8880

Required	We Recommend
386/25; 2MB RAM; Mouse	Double-speed CD-ROM drive; 486/33; Supported sound cards

M.S.R.P.: $59.95

No longer content with mining gems, the little critters from *Diggers* have decided to make some war.

On the planet Zarg, mining is a way of life. The Zargon Mineral Trading Authority (ZMTA) keeps a tight rein on Zarg's various nations, but not all of the nations have accepted their rule. The Flinarj, content with their superior technology, have always resisted the ZMTA's attempts to mine their lands.

Fearing attack, the peaceful Flinarj used their technology to propel their homelands into the sky and out of harm's way. These Hanging Worlds have survived for thousands of years, keeping the Flinarj safe from any attack.

Now, with its newly acquired flying machine, ZMTA hopes of returning the Hanging Worlds to Zarg and plundering the riches hidden deep in their soil may soon become a reality.

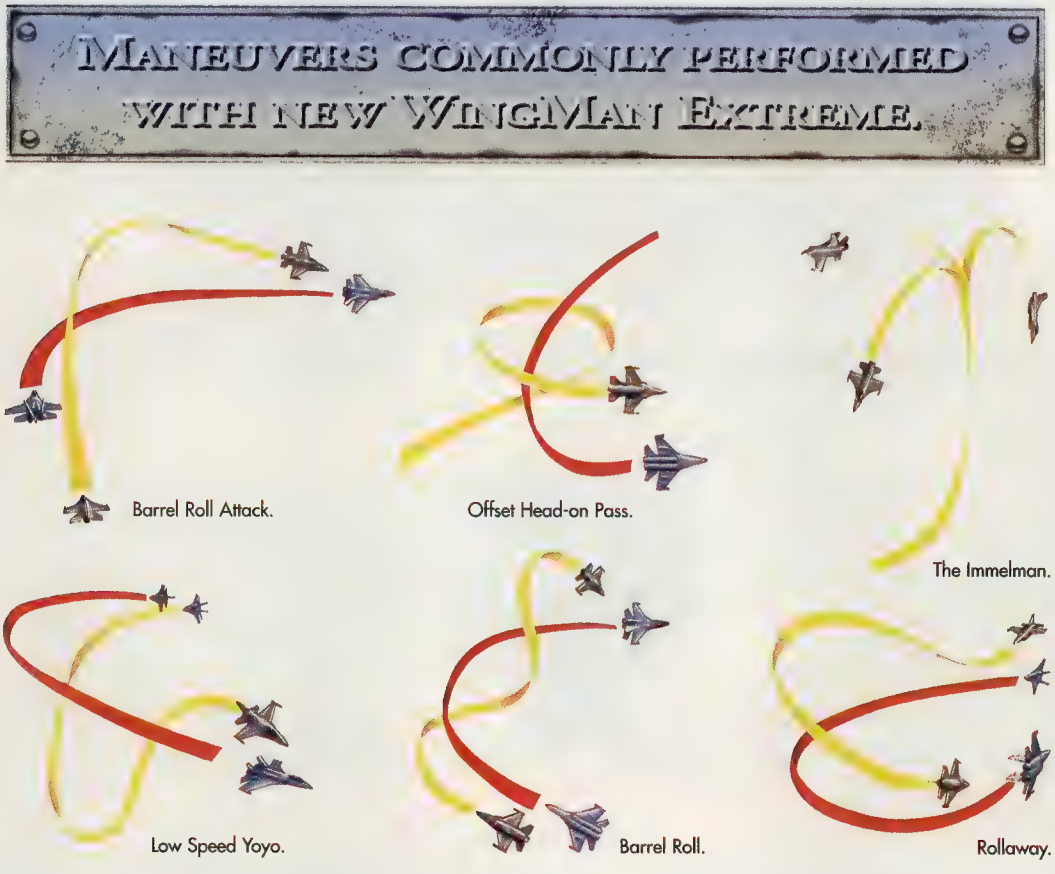
You're in charge of a team of five mercenaries sent to deactivate all of the shield generators that protect the Flinarjian capital city, and bring the Hanging Worlds back down to Zarg. And while the goal of destroying those shield generators is first on your list, there's more to do than just set a few explosives. You'll also have to search for fuel that will propel you to the next world, and if you want to purchase new equipment to make the job of digging subterranean passages easier, you'll need to mine rare gemstones.

That's the setup for this *Lemmings*-style action/puzzler. While the tongue-twisting names and convoluted plot do a good job of distinguishing *Extractors*



At the company store, you can outfit your miners with the tools of the trade. And with prices this low, it looks like there will be plenty of high explosives under the tree this year!

from other puzzle games, the problems with the interface keep it from achieving its full potential. You control each of your miners separately and select items from their inventories with a complex combination of keyboard and mouse commands; trying to get a feel for the controls when you're first starting out turns out to be more of a puzzle than any of the levels.



The mouse is only of limited usefulness during the actual game; it doesn't control movement, so you'll rely on keyboard input to move your little guys around and perform various tasks. But keyboard control just doesn't cut it in this game. Just having one of your characters jump out of a hole can take several tries, and I've had to restart entire levels after misjudging when to hit the cursor key on certain jumps. Better mouse support might not solve these problems, but it sure couldn't hurt. And I still haven't figured out why you can use the mouse to access an individual character and even bring up a menu of options, but you can't use it to make your selections from the menu — instead, you've got to go back to the keyboard to cycle through your options.

Another sore point is the inability to scroll around the screen. While you can view the area immediately surrounding an individual miner, you'll need to send the team helter-skelter to see the whole level and find the best path to the shield generator. In most cases, exploring in this way means sacrificing your team of miners at least a half-dozen times. Adding to the difficulty is the fact that these little guys have minds of their own; if you leave any of them unattended for any length of time, he'll start exploring all by himself — which, more often than not, leads to a quick death.



While the goal of every level is to find and destroy the Flinarj shield generator, a good foreman will always find the time to add a little wealth to his team's bank account by digging for gems.

Still, once I got a little deeper into *Extractors* (and resigned myself to the quirks of the interface and of the miners themselves), I began to enjoy the game. The ability to build the wealth of the team and purchase new mining tools and weapons kept me interested, even after the goal of destroying the generator had been fulfilled. *Extractors* won't please everybody, but with a little patience (okay, a *lot* of patience) there is some fun to be had.

—Todd Vaughn

PC GAMER FINAL VERDICT

73%

HIGHS: A good variety of mining tools, challenging gameplay and plenty of levels.

LOWS: Weird plot and characters; the interface can often prove more challenging than the puzzles.

BOTTOM LINE: If you still haven't burned out on *Lemmings*-style puzzlers and can get past the convoluted story line, *Extractors* is worth a look.

MANEUVERS COMMONLY PERFORMED WITH OTHER JOYSTICKS.





WingMan Extreme conforms to all required joy stick standards.

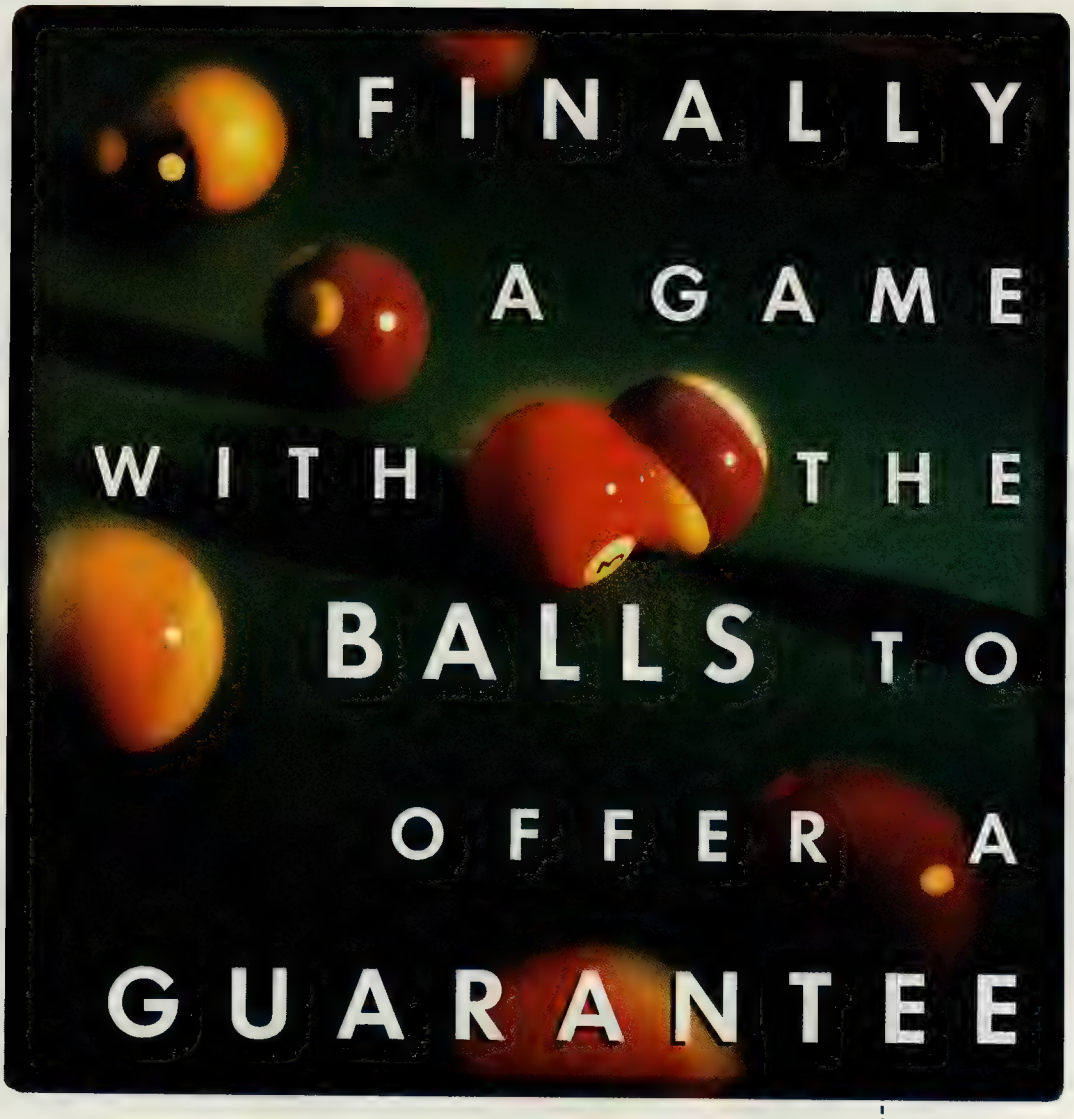
Warriors of the cyber skies rejoice: project WingMan Extreme is complete, the joystick has been perfected. Never has guidance control been so fluid, trigger action so responsive, view control so easy. WingMan Extreme can be the difference between the thrill of victory and the ejection seat of defeat: a solid professional in a field of puny lightweights. WingMan Extreme is waiting at your dealer, or to get product information by fax, call 1 800 245 0000 and request document #7014.

LOGITECH

NEW WINGMAN EXTREME. THE JOYSTICK WITH ATTITUDE!

PRICE COSTCO · EGGHEAD SOFTWARE · WAL*MART · SOFTWARE ETC · inmac · BEST BUY

Product Information Number 113



VIRTUAL POOL

GUARANTEE

THIS GAME WILL IMPROVE YOUR ACTUAL POOL PLAY OR YOUR MONEY BACK.

DETAILS INSIDE PACKAGE.

Introducing Virtual Pool™, a game so real we guarantee that it will improve your actual pool game...or your money back! It has all the angles, all the shots of the real game - and then some! Take a video lesson and learn trick shots from Hall-of-Famer Lou Butera—or go on an historic multimedia tour of the sport. So chalk up your mouse and take your best shot!

"Virtual Pool is flat out impressive stuff...you just have to see this thing in action."
— PC Gamer

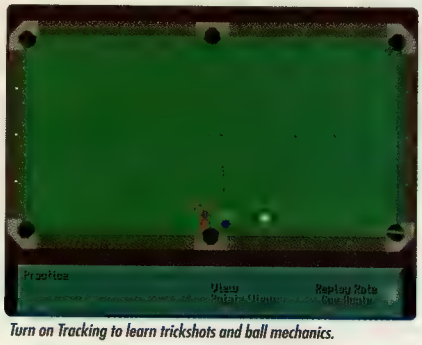


On PC CD-ROM



Line up your shot and get ready to sink it in the corner.

- Modem and Network Play
- Shot tracking
- Full-motion Multimedia Library
- Realistic Feel & Control



Turn on Tracking to learn trickshots and ball mechanics.

Interplay™
By Gamers. For Gamers.™
1 800 INTERPLAY

Celeris

Get a free demo at our Web site at HTTP://WWW.INTERPLAY.COM

© 1995 Celeris Inc. and Interplay Productions. Virtual Pool is a trademark of Interplay Productions. All rights reserved. CTMJP5

Product Information Number 111

The Pure Wargame

CD-ROM

Category: Wargame

Developer: Steve Magestro and Bruce Williams Zaccagnino

Publisher: Quantum Quality Productions, 495 Highway 202, Flemington, NJ 08822 (908) 788-2799

Required	We Recommend
CD-ROM drive; 386/25; 2MB RAM; 6MB hard-drive space; Sound Blaster or supported sound card	Double-speed CD-ROM drive; 486/33; Mouse

M.S.R.P.: $49.95

In WWII, airborne forces were often the first to engage the enemy, but they have been largely ignored by wargame designers — until now.

Airborne soldiers have always been an elite warrior-caste: highly trained, fiercely motivated, remarkably brave. They have been used — and sometimes misused — to parachute in and seize objectives deep behind enemy lines, laying ground for the slower but more decisive operations of conventional armor and infantry. Their casualty rates are often murderously high.

Airborne operations in World War II were usually bloody, chaotic scraps, characterized by fluidity and sometimes by chaos. The inevitable dispersion of the landing forces usually created disruption among the defenders far out of proportion to the actual strength of the attacking force, but once the defenders recovered from that initial confusion, the lightly-armed paratroopers were terribly vulnerable and were often overrun before conventional forces could bash through to their relief.

QQP's *The Pure Wargame: Vol. 1 Death From Above* does a splendid job of recreating the dynamics of airborne battles, as reflected in six historical engagements (two each on Sicily and Crete, St. Mare-Eglise in Normandy, Kanev on the Eastern Front, and the British First Airborne's heroic stand at Arnhem), and one fascinating hypothetical operation: a German airdrop on Folkestone, England, as part of the overture to Operation Sea Lion.



The battle at Kanev, near Kiev, was the Red Army's largest airborne operation — intended to wrest control of several key bridges over the Dnieper. It's a fierce, fascinating engagement.

As the "Pure Wargame" label would lead you to suspect, these are historically accurate simulations — aside from tweaking the weather and landing patterns (from "historical" to "random"), you're not allowed to create your own battles or grossly edit the orders-of-battle to non-historical parameters.

Historically, some of the battles depicted in *Death From Above* were very much one-sided, and a battle whose outcome is decided from the beginning is no fun for either side. QQP has gotten around the problem by including the option to handicap the side that won the historical battle. You select a difficulty rating from "private" to "general;" on the latter setting, both sides start with their full, historical, strength and vigor. On a lower setting, the ratio of forces remains accurate, but the side with the handicap will have slower movement rates, shakier morale, and increased levels of fatigue. Thus, the British *can* have a fighting chance to prevail at Arnhem, but the contest will still be challenging.

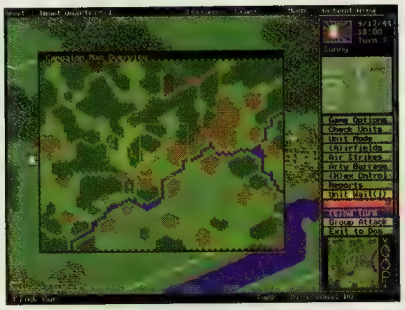
Although the Pure Wargame series is aimed at experienced, hardcore wargamers, *Death From Above* sports a design so clean, and an interface so crisp and logical, that novices will have no trouble at all plunging right in. Graphically, the game leaves nothing to be desired, and I was especially delighted with the extensive use of classical music in the soundtrack — I would never have thought Mozart's *Turkish Rondo* would make such a nifty sonic counterpoint to a tooth-and-nails airborne battle!

There's only one flaw in this otherwise first-class production: the manual. It's complete enough, but when will these guys spring for a good editor/copywriter? A document that's this packed with typos, confused grammar, and bad syntax should be deeply embarrassing, especially when the rest of the game is so darn good.

—William R. Trotter



Detailed unit stats are readily available — in general, the interface is clean, intuitive, and easy to master.



It's easy to click back and forth from the tactical map to the strategic overview, where you can see the whole picture at a glance.

PC GAMER FINAL VERDICT

82%

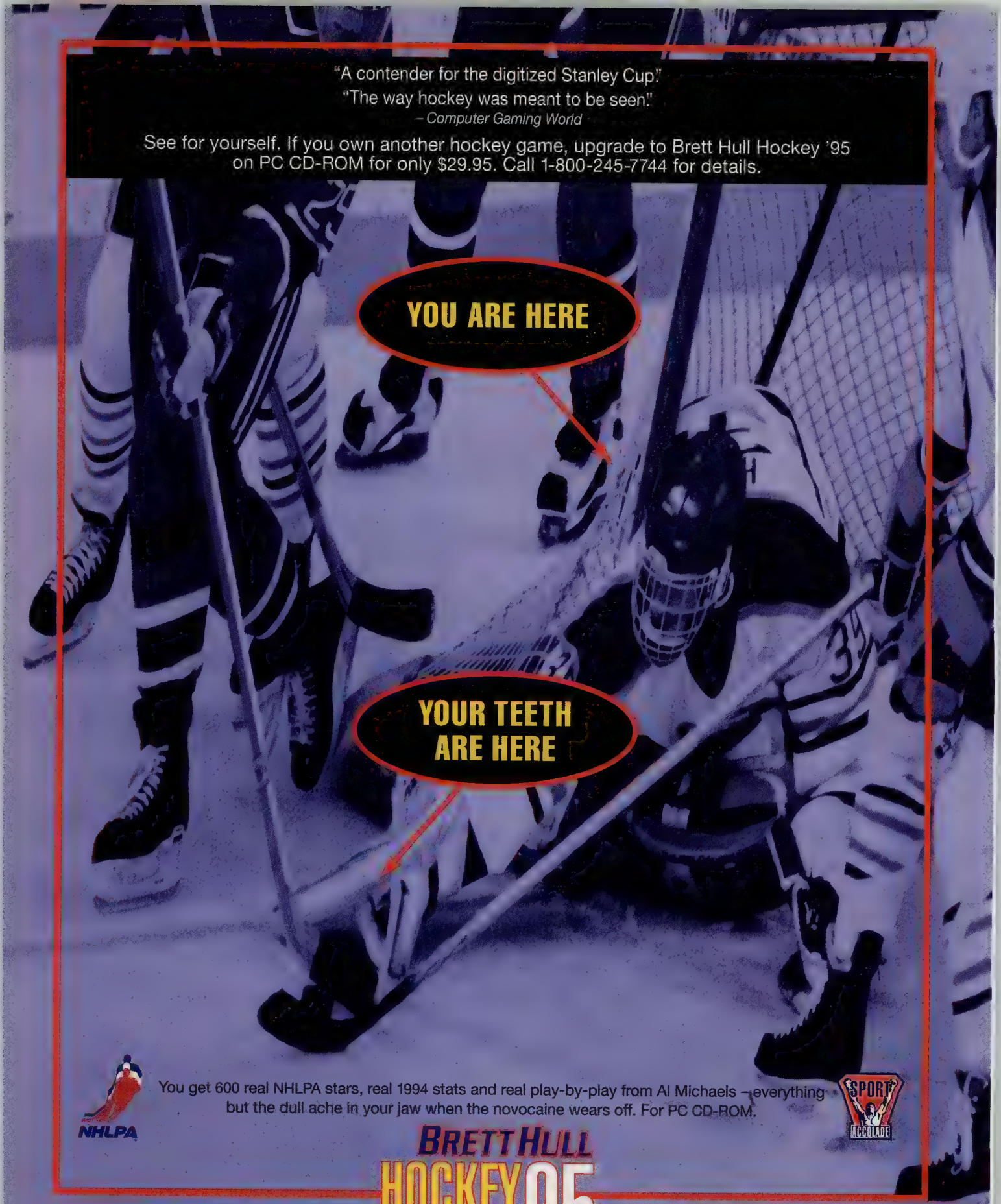
HIGHS: Good-looking, sweet-playing, drenched in authenticity.

LOWS: So-so replay value (only seven battles); shoddy-looking documentation.

BOTTOM LINE: If you're at all interested in airborne operations, don't pass this one by.

"A contender for the digitized Stanley Cup."
"The way hockey was meant to be seen."
– Computer Gaming World

See for yourself. If you own another hockey game, upgrade to Brett Hull Hockey '95 on PC CD-ROM for only $29.95. Call 1-800-245-7744 for details.



NHLPA

You get 600 real NHLPA stars, real 1994 stats and real play-by-play from Al Michaels – everything but the dull ache in your jaw when the novocaine wears off. For PC CD-ROM.

SPORT ACCOLADE

BRETT HULL HOCKEY 95

ANY MORE REALISTIC AND YOU WOULDN'T WANT TO PLAY IT.

Brett Hull Hockey '95 is a trademark of Accolade, Inc. Al Michaels' name is used under license by Accolade, Inc. Accolade is an official licensee of Brett Hull and the National Hockey League Players' Association. ©NHLPA 1995. The Sport Accolade Logo and name are trademarks of Accolade, Inc. All rights reserved.

Product Information Number 82

New Horizons

CD-ROM

Category: Exploration/Trading/Historical Sim

Developer: Koei

Publisher: Koei, 1350 Old Bayshore Highway, Suite 540, Burlingame CA 94010 (415) 348-0200

Required	We Recommend
CD-ROM drive; 386 or higher; SVGA; 1MB RAM	Double-speed CD-ROM drive; 486; Mouse; Supported sound cards

M.S.R.P.: $59.95

It's another trading sim. But *New Horizons* has enough other stuff going for it to hold your interest, and even encourage replay.

Don't ask me why we're seeing so many "Age of Exploration and Trading" games all of a sudden, but we are. In addition to this one, Koei's *New Horizons*, I've looked at no less than three others in the last month. I guess that must make this the Year of the Trader or something.

New Horizons certainly stands out from the crowd, although not always for the right reasons. On the plus side, the game avoids the buy-low, sell-high blues by offering you a choice of six different characters to play as, each of whom has a "destiny" of his or her own to explore. One character may begin the game determined to find fame as a state-sanctioned pirate, while another roams the world searching for the fabled Lost Continent of Atlantis.

Of course, you'll still have to do plenty of trading if you're to finance these ultimate goals — and that's not a bad thing, since these games exist in such numbers because the whole trading context can be fun. The trick is in preventing the trading from becoming a mind-numbing routine, and *New Horizons* succeeds on that front by making sure there's always something to do. You can simply sail the world, uncovering uncharted regions, or discover new animals and amazing artifacts. Then there are the merchant guilds, for whom you can offer to do specialty work like fetching specific goods for a specific merchant, or collecting debts. It's not particularly challenging, but at least it's not boring.



As you travel the globe, you'll often find remote villages. Be nice to the natives, and you may find a valuable artifact — like the Great Wall of China.

If you choose the debt-collector route — or if you run into pirates or hostile navies — you'll find yourself having to do battle with rival fleets at sea. These sequences are pretty straightforward, turn-based, hex-type affairs, although they're not overly exciting; the graphics are disappointing, and the action never really heats up to much above tepid. And then there are the turn-based duels you can choose to undertake in order to settle the whole battle, with you and the enemy captain taking turns selecting one of three attacks or defensive moves, then waiting to see what happens. The graphics here are videogamey in the extreme, and the action pretty anti-climactic.

In fact, that videogaminess — and more specifically, Japanese-style videogaminess — pervades pretty much every aspect of *New Horizons*. The little plot-twists that occur from time to time (things like finding your long-lost sister, or meeting up with a noble pirate who enlists your aid) are characterized by the same distinctly Japanese artistic style we've seen from Koei for years, and they play more like the contrived stories and dialog you'd expect to see in a Nintendo RPG than a computer game aimed at an adult market. I guess there's a limited charm to it, but for me it didn't last long.



You can play the game as any of these characters, each of whom has his or her own motivation and goals.

I *did* keep at it, though, just to find out what would happen next. The combination of trading, discovery, and adventure held my interest, and the storyline progresses fast enough that I really wanted to stick with it long enough to see if my character would realize his or her goals. The fact that I can try the whole thing again as a different character gives *New Horizons* a replay quotient many of its ilk can't claim. It's just a shame the game doesn't take itself more seriously...

—Matt Firme

High-Seas Combat, Koei Style

You're bound to meet trouble on the open ocean, and when you do you'll be treated to this Nintendo-looking fare. Maneuver your ship(s) on the map screen and fire at the bad guys, or meet your rival captain for some turn-based dueling.





PC GAMER FINAL VERDICT

68%

HIGHS: Plenty of variety gives this one good replay value.

LOWS: Way too cutesy, with clichéd dialog, videogame-looking graphics, and little real challenge.

BOTTOM LINE: Light, lively entertainment, but nothing new; not for the serious strategist.

CD-ROM

Shanghai: Great Moments

Category: Puzzle

Developer: Quicksilver Software Inc.

Publisher: Activision, P.O. Box 67713, Los Angeles, CA 90067 (310) 479-5644

Required	We Recommend
Double Speed CD-ROM; 486/33; 8MB RAM; 12MB hard-drive space; Windows 3.1; SVGA; Mouse; Sound Blaster or compatible sound card	486/66 or better; 16MB RAM

M.S.R.P.: $49.95

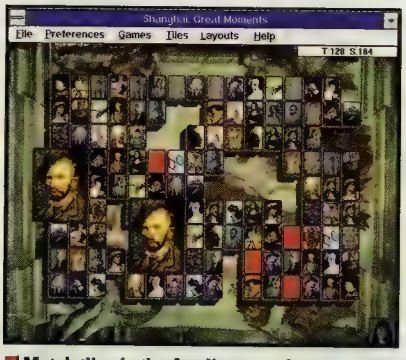
If you like this sort of thing, and if you have the hardware for it...The ultimate multimedia tile matching game is here!

Think of *Shanghai: Great Moments* as the Dim Sum of computer games; it's not going to suit everyone's tastes, but some people will eat it up.

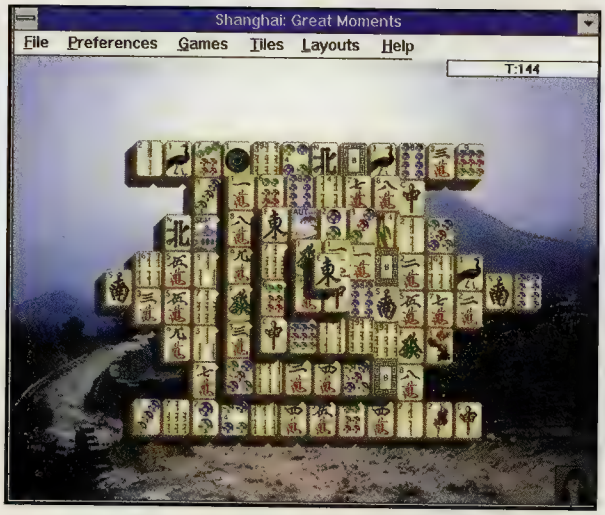
Great Moments is based on the oriental tile matching game mahjongg, but it's played as a solitaire game, where the player matches and removes identical tiles piled in an intricate, symmetrical arrangement. Unlike most solitaire card games, *Great Moments* requires a little strategy; if you go for easy matches without thinking ahead, you might find yourself blocked later, with no match to be found — that's the fun. At least, that was the fun of the original *Shanghai*; Activision has thrown in a lot of new extras to make *Great Moments* even more entertaining.

The game is graphically beautiful, running under Windows' high-res, 256-color SVGA mode. The playing area is attractive, and the 400-plus tiles are both beautiful and varied.

In the traditional tile set, you match tiles representing the seasons, flowers, or matching numbers in four suits. In another set, you match tiles that represent great works of art. There are nine tile sets in all, and some of them (like the Inventions set, which challenges you to match inventors' faces with their creations) are actually educational. Others, like the Music set, are easier, but just as effective and entertaining.



Match tiles in the Art tile set and you get to see a mighty-morphin' Vincent Van Gogh.



The object of the game is to match tiles and remove them. Actress Rosalind Chao lurks in the corner, ready to help.



The Inventors tile set is quite difficult, and completing it Beijing-style is even harder!

Great Moments makes good use of its multimedia content. Match a pair of tiles, and you'll see a quick animation with music and sound effects. On a machine that can run these animations without slowing things down, they're quite a treat — long enough to be entertaining, but not so long that they hinder gameplay. Clear all the tiles, and you're treated to a short movie related to the tile set's theme. There are more than 150 movies, and they're all fairly good, although not quite as entertaining as the animations.

Great Moments also includes several new variations on *Shanghai*, like Action Shanghai, where the computer adds new tiles even as the player tries to remove them; the devilishly difficult Beijing, where players can match tiles by sliding them together; and The Great Wall, where removing tiles from one row makes new tiles drop down from row above. There are also two-player and tournament modes if you want some head-to-head competition.

Guiding you through the game and providing online help is the charming Rosalind Chao of television's *Star Trek: Deep Space Nine* and the movie, *The Joy Luck Club*. Although she doesn't really do very much in the game, her presence is a nice touch.

The game itself installed fairly easily, but it has ambitious requirements from your system. With the animations and movies turned on, you need a powerful Windows environment for the game to run smoothly, but turning off those options makes the game run at lightning pace.

Great Moments won't appeal to everyone, but if you're looking for a really good Windows multimedia game, this could become a long-term favorite.

—John Robertson

PC GAMER FINAL VERDICT

81%

HIGHS: Beautiful graphics, entertaining animations, challenging play.

LOWS: Resource-hungry; long decompress times before new games.

BOTTOM LINE: The deluxe version of a popular puzzle game, *Shanghai: Great Moments* has something for everyone.

Heart-pounding-white-knuckled-Stomach-in-the-throat-racing.



In a go-kart.

Put your pedal to the metal, 'cause the pack don't wait for Sunday drivers.

VIRTUAL KARTS™

Swervin', curvin', movin' and groovin'. That's what Virtual Karts™ is all about. Shoot through a series of serpentine speedways. Go bumper to bumper with the tyrants of the track. And if you've got the drive, capture the checkered flag. No matter which road you choose, it's the most fun you can have with your butt four inches off the ground!

MICROPROSE

For IBM®-PC & Compatibles on CD-ROM. 1-800-879-PLAY. http://www.microprose.com

Product Information Number 126

©1995 MicroProse Software, Inc. All rights reserved.

PC GAMER

Customer Service Information

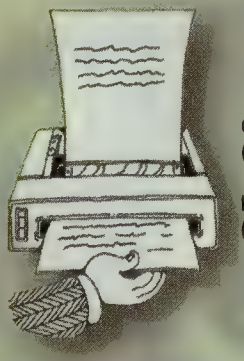
If you have questions regarding your subscription please call:

(800) 898-7159



Phone

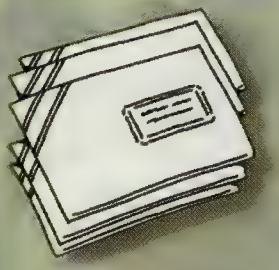
Subscription Info:
(800) 898-7159
(inside US)
(415) 696-1661
(outside US)



Fax

Customer Service:
(415) 348-7535

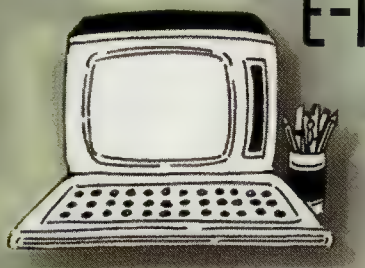
Editorial:
(415) 696-1678



Write

Subcription Information:
1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010

Editorial Information:
1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010



E-Mail

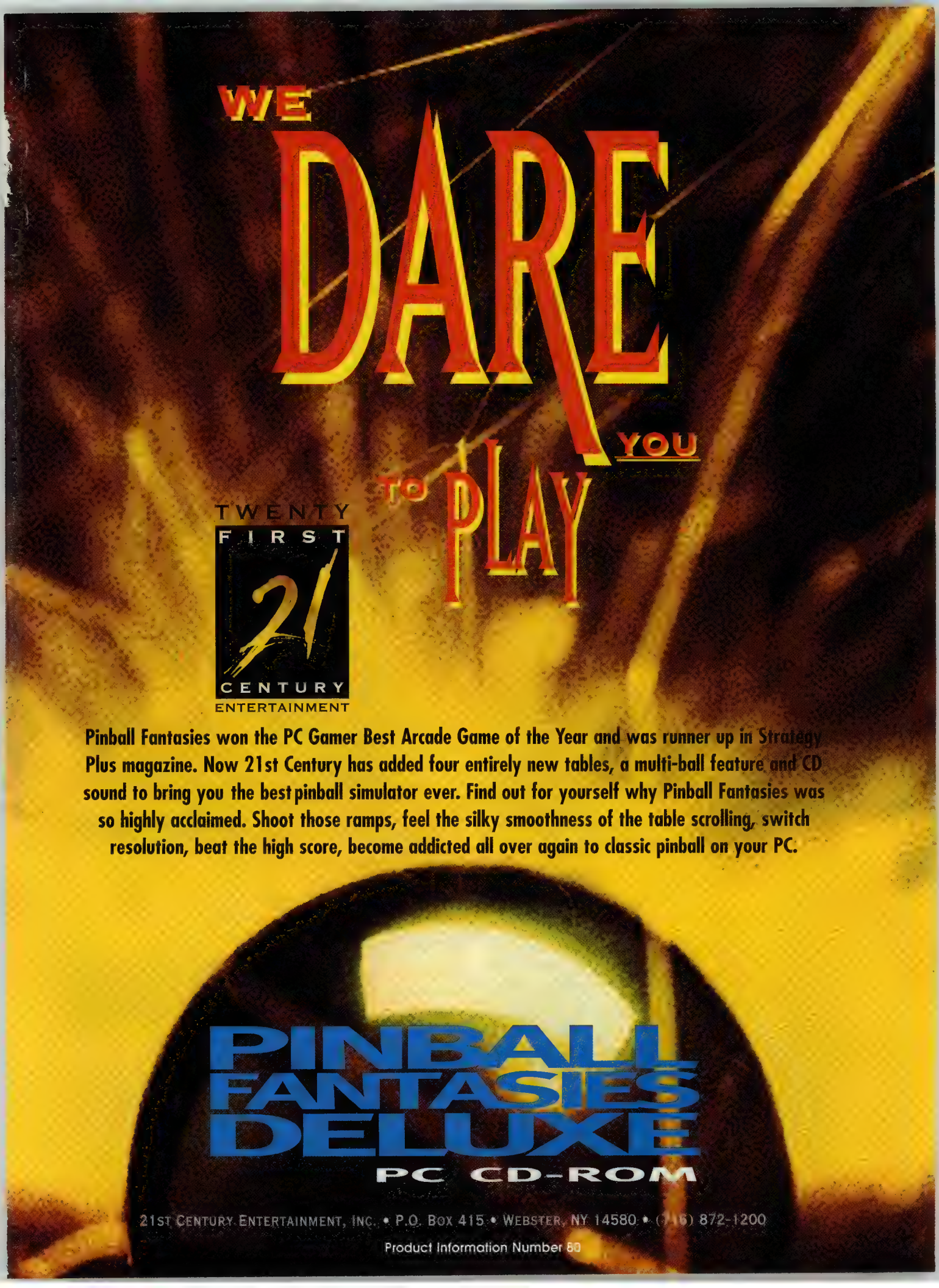
Letters to the Editor or Strategy Central

Editorial only:

peeceegee@aol.com
djee52a@prodigy.com
74431,3433@compuserve.com

Advertiser Index

Company	Page #	Prod. Info #	Company	Page #	Prod. Info #
21st Century	129	80	Microprose	86, 99,107	118, 121, 122
Accolade	55, 124	81, 82	Microprose	119, 127, 143, 153	124, 126, 120, 119
Activision	43-45	84	Mindscape	53	127
Advanced Gravis	IBC	85	Mission Control	82-83	128
Apogee	100	86	National CD-ROM	136	129
Art Institute of Pittsburgh	157	87	New World Computing	114	130
Bare Bones Software	158	88	Novastar	158	131
Brookstone	159	89	Orchid	6	132
Capstone	92, 116	91, 90	Origin Systems	OBC	133
Carbela Tek	18	92	Origin Systems	22	134
Columbia House	25	93	Pie in the Sky	140	135
Computer Express	64-65	94	QQP	135	136
Corel Corp	59	95	Real World	96	137
Creative Labs	139	96	Sanctuary Woods	75	139
Diamond Multimedia	13	97	Simon & Schuster Interactive	46	140
Domark	21, 89	99, 98	Sofdec	47	141
Electronic Arts	15, 91	100, 101	Softdisc	158	142
Falcon Northwest	68	102	Spectrum Holobyte	50	143
FormGen	49	103	SSI	79	144
Game Tamers	158	151	Storm Front Studios	132	145
GameTek	84	104	Thrustmaster	147	146
GEnie	63	105	Time Warner Interactive	19	147
GTE	31-33	107	Titan Games	38, 103, 111	150, 149, 148
I•Motion	40	106	U.S. Gold	80	152
ImagiNation Network	76	108	Venus	154	153
Interactive Impressions	159	116	Vic Tokai	10, 104	154, 155
Interactive Magic	72, 109	109, 110	Virgin Interactive	95	156
Interplay Productions	71, 122	112, 111	Warner Interactive	IFC	157
Logitech	120-121	113			
Looking Glass Technologies, Inc.	144	114	*PC Gamer*	*96*	
LucasArts Entertainment Company	8	115	*The Net*	*112-113*	
MicroProse	16, 27, 60	123, 125, 117	*NEXT Generation*	*148-149*	


WE DARE YOU TO PLAY
TWENTY FIRST 21 CENTURY ENTERTAINMENT
Pinball Fantasies won the PC Gamer Best Arcade Game of the Year and was runner up in Strategy Plus magazine. Now 21st Century has added four entirely new tables, a multi-ball feature and CD sound to bring you the best pinball simulator ever. Find out for yourself why Pinball Fantasies was so highly acclaimed. Shoot those ramps, feel the silky smoothness of the table scrolling, switch resolution, beat the high score, become addicted all over again to classic pinball on your PC.
PINBALL FANTASIES DELUXE
PC CD-ROM
21ST CENTURY ENTERTAINMENT, INC. • P.O. BOX 415 • WEBSTER, NY 14580 • (716) 872-1200
Product Information Number 80

If You Can't Win, Cheat

Having problems with the Norway scenario in *Panzer General*? Your men bitin' the dust in *X-COM*? Want to re-equip your aquanauts from *Terror from the Deep*, or change a particularly prickly mission in *TIE Fighter*? No problem. Hackers and other game hobbyists have the tools for you to solve all these problems, with just a little effort (and maybe a little guilt).

When I started writing this column, I knew I wanted to cover anything that added to gameplay — not just patches and add-ons, but cheat programs, editors, and "trainers." These are programs that allow you to hack into a game and actually alter the game parameters for your benefit. You can change missions, give yourself extra money, add strength to depleted units, and change dozens of other things about your game. I've pulled a few shareware cheat utilities for some of the bigger games down from CompuServe, and they're right here on *The CD* with this month's *PC Gamer*, in the CHEATS subdirectory — just waiting for you to crack into them and cheat your little hearts out.

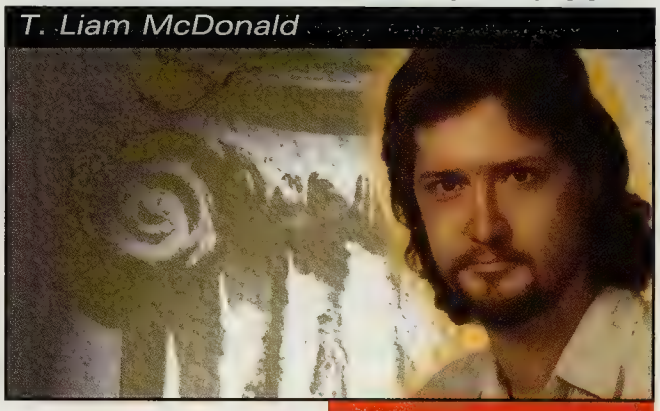
If you don't get the CD-ROM version of *Gamer*, you can find all of these programs in the GAMERS forum of CompuServe, and most likely in similar forums in other online services.

Now, time for the obvious: *Don't edit a file without backing it up first*! And you're using these at your own risk; none of them are guaranteed, and hex editing can cause crashes and other unpleasantries. Just practice safe hex, OK? And be sure to register your shareware.

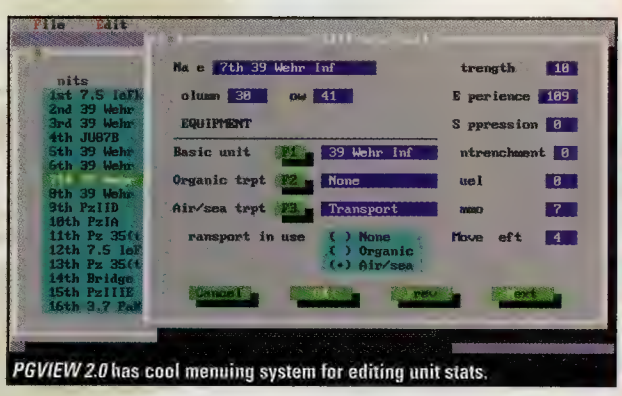
The Cheater's Roll-Call

Panzer General: There are *two* good unit editors for the program that won best war-game of 1994 from *PC Gamer*. Mark Edwards' *Panzer General Save File Editor 2.0* was the first I picked up and works by editing the parameters of a particular save game. It features a simple yet powerful interface for changing prestige points, the current turn number, and all unit numbers from strength to experience, kills, entrenchment, and everything else. You can print statistics or save them as a file — a useful feature for tracking your units. You'll find it in the PANZEDT subdirectory, and can run it by typing PANZEDT and following the instructions. (The save game being edited should be in the same directory as the PANZEDT.EXE file). Registration is $4.

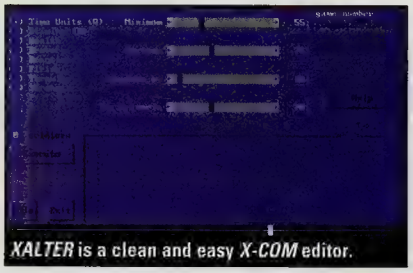
PGVIEW 2.0 (by Peter Donnelly and Stuart Gillespie) is a more powerful program in many ways, with a mouse-driven Turbo Vision front end and more features than PANZEDT. For example, a nifty equipment search-and-browse utility allows you to scan for data on all unit and equipment types. You have control over fewer statistics (such as "kills") than in PANZEDT, but the added features make it a very useful and well-executed tool. It's located in the PGVW2 subdirectory, and is run by typing PGVIEW. Registration is $10.



Just look at those eyes; is it really a surprise that McDonald will do about *anything* to win? It certainly won't be after you've read this column devoted to game editors, cheats, and other stuff.

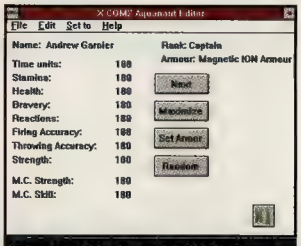


PGVIEW 2.0 has cool menuing system for editing unit stats.



XALTER is a clean and easy *X-COM* editor.

X-COM: There are a mess of *X-COM: UFO Defense* editors, but I picked the one that looked to be the most powerful and easiest to use. *XALTER: XCOM Soldier Attribute Customizer 1.01*, from Rod Hillis, allows you to change stamina, health, bravery, reactions, firing, throwing, strength, and other statistics for each of your men. Even psi ratings can be mucked about with. It's located in the XCMALT directory, and is run by typing XALTER.



Wow! A Windows *X-COM: Terror from the Deep* editor is out there already! Them hackers sure is busy folk.

X-COM: Terror from the Deep: The *XCOM2: Aquanaut Editor for Windows* is a handy little tool for maxing out each person's stats. Aside from maxing them, you can generate new random values until you get what you like, or you can set them each individually with slider bars. Change ranks, missions, kills, and armor as well. A clean Windows interface

make it a snap to use. It's located in the XCOM2 subdirectory and is executed by running XCOMCHT in Windows. It's even got it's own program icon. Nifty.

Warcraft: *Waredit* is a command-line executable that should be put in your save directory. The command-line cheats it gives you are /GOLD (for 900 million gold), /LUMBER (for 900 million lumber), /MAP (to reveal the entire map), and /NET (to modify net games). Just type WAREDIT (and saveslot #) /GOLF /LUMBER, and so on. There's also a complete list of cheats included. You'll find it in the WAREDIT subdirectory.

TIE Fighter: Hacker David Jury has turned his attention towards *TIE Fighter* with his excellent pop-up cheat *TIE Fighter Trainer*. Placed in the same directory as the *TIE Fighter* executable, the TIENWT.EXE gives you hot keys which you can use *in-flight* to affect mission parameters such as weapons, shields, and damages, give full damage or full protection to any target, and does a host of other useful options found in the TIEN subdirectory. Just type TIENWT when starting a *TIE Fighter* sessions. Looks pretty clean, but may cause some crashes. Registration is $10.

Sean Baker's *TIE Fighter Mission Editor* is not an in-game utility, but a mission editor that allows you to change individual missions by altering weapons loadout, craft, and other useful gob.



The eighth at *Prairie Dunes* is its own special hell.

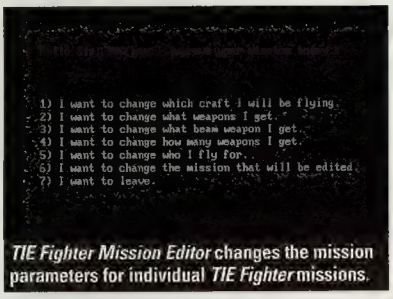
And in other news...

Prairie Dunes Country Club, in Hutchinson, Kansas, is an unusual golf course, composed of subtle challenges that build to quietly dramatic moments. Access has succeeded in capturing the lay of this course quite well in their new *Prairie Dunes* add-on course for *Links 386 Pro*, *Links 386 CD*, and *Microsoft Golf*, but the medium of the computer game limits how much Prairie Dunes' true "uniqueness" as an American golf course can be felt. Its rolling shapes and stiff winds mark it as a cousin to many Scottish courses, but with unique Kansas touches such as lush grass and roughs lined with sunflowers. Designed in the 1930s by Perry Maxwell, it's considered by many to be one of the finest courses in the country.

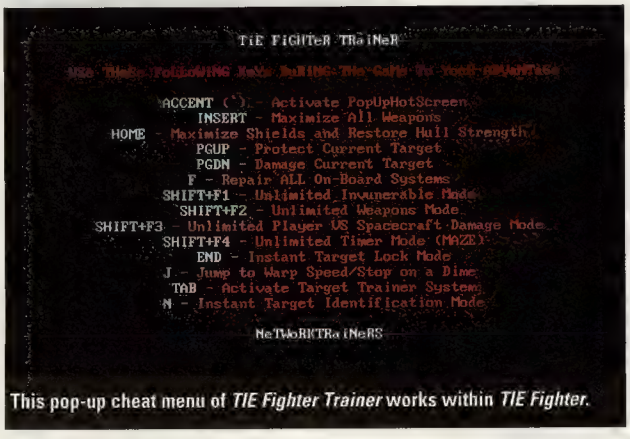
Why this is won't be immediately apparent when you start playing, though. It appears to be a somewhat undramatic course, lacking any truly nasty doglegs or bunker placements. A round through will disabuse you of this notion, though; Prairie Dunes has some of the most unforgiving greens in the mid-west — maybe even the most unforgiving greens in America. These undulating, sculpted, and raised greens will turn your short game into a complete mess in no time. Terraced tee boxes and some tight squeezes down the fairway also add plenty of challenge to the long game.

Of all the holes, number 8 is undoubtedly the most difficult, with a blind green and a dogleg just slight enough to make you underestimate it. Number 10 has deep rough in the middle, while 12 is a tight squeeze through ugly rough. Bunker placement is conservative but striking, with a few bunkers used for maximum effect.

Rolling seas of grass and painful greens is what you'll remember from *Prairie Dunes*. It's not a very ostentatious course, but is designed instead for true golfers who know a good challenge when they see it. The first CD-ROM add-on course for *Links*, it also comes with flybys and commentary, available only if you have *Links 386 CD*.



TIE Fighter Mission Editor changes the mission parameters for individual *TIE Fighter* missions.



This pop-up cheat menu of *TIE Fighter Trainer* works within *TIE Fighter*.

Bug Patches

Check with game publishers for bug patch availability — or you can find them all, including the cheats, on this month's issue of *The CD!*

Fighter Wing 2.0 Floppy Version Upgrade

Front Lines v.1.02: Adds modem play, as well as several other enhancements and bug fixes. (Separate patches for floppy and CD-ROM.)

High Seas Trader Upgrade: Should address any crashes associated with soundcards. (Separate patches for floppy and CD-ROM.)

Legions for Windows Patch: Allows the program to run under Windows NT and corrects a very rare problem with later scenarios.

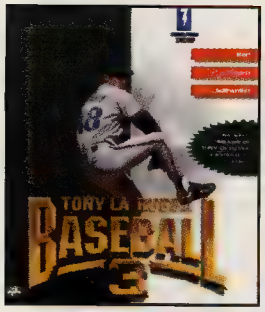
Simcity 2000 for Windows to v.1.2

X-COM v.1.4 Music and Sound Update: Provides enhanced support for existing soundcards and additional cards.

PCG

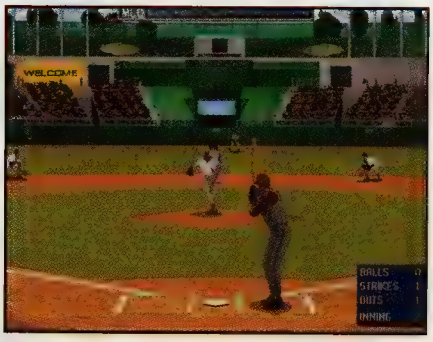


Big League Heat



This is baseball, baby. Just ask Tony. We're talking trades. Teams. The players. The parks. The pitches. The streaks. The stats. (Want to be the new GM in the year 2012? Be our guest.) Heck, while you fire in a few fast balls, we'll even throw in wind factors. Humidity. Altitudes. Big time physics. You name it. It's all right here. So grab a dog and settle in. And welcome to the big leagues.

- The first true multimedia action baseball game!
- Powerful and dynamic 256-color hi-res graphics!
- Player animations based on real video of pro players!
- Choose one of three announcers including Hall of Famer Mel Allen!
- Highest quality digitized voices!



The Best Stadiums



The Best Animations

TONY LA RUSSA BASEBALL 3™

PC CD-ROM

MAJOR LEAGUE BASEBALL PLAYERS

Stormfront Studios, Inc.
P.O. Box 11686 • San Rafael, CA 94912
415 · 479 · 2800

Tony La Russa Baseball 3™ is a trademark of Stormfront Studios, Inc. Stormfront Studios is a registered trademark of Stormfront Studios, Inc. Copyright 1995. MLBPA Officially Licensed by the Major League Baseball Players Association ©MLBPA

Product Information Number 145

Spring Cleaning

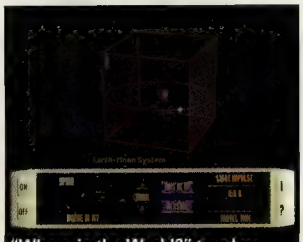
Everyone has to do a little Spring Cleaning, and software evaluators are no exception. I've spent so much time exploring issues the last few months that I've neglected to report on some exceptional software packages I've seen in the past several months. So I'll do that now. I also want to follow up on previous columns...

Astronomica

Months and months back, I received a gorgeous demo of *Astronomica*. Although the screen shots were stunning, I couldn't get an inkling of what the *game* would be like. After a while, I gave up hope of ever seeing a fully-operational version. Now that the shrink-wrapped version is loaded on my computer, however, I see it was worth the wait.

Through a series of intriguing puzzles, *Astronomica* teaches young adults about several aspects of astronomy. As a diversion, the puzzles are entertaining. As an educational tool, the puzzles are rich. On both fronts, the program rewards players with depth and challenge.

Solving the puzzles requires logic, raw data, and creative thinking. While some puzzles seemed indecipherable even after finding their solutions, other puzzles were enlightening treats. The opening exhibit features "Where in the Universe?," a kind of Where's Waldo for Stephen Hawking. The puzzle clearly illustrates the vastness of the Universe by showing what objects can be identified at different scales. For example, you can't show our galaxy in a map of the Solar System because our galaxy is so much larger than a planetary system. On the other hand, the Solar System would be microscopic in a map drawn at a scale to accommodate our galaxy cluster. The program is well suited to most age groups from junior high to adults. It should hold anyone's interest, so parents and kids can work on it as a team.



"Where in the World?" teaches kids about the grand scale of the universe in one of *Astronomica*'s interesting and informative puzzles.



Great graphics, crisp sound, and sound educational design combine to make another great program in the Berlitz Live! series.



Berlitz Live! Spanish features several different ways of teaching a foreign language, including these quizzes at the end of each section.



Berlitz Live! Spanish

When I learned from Sierra that there was a new Berlitz title ready, I was overjoyed. The Berlitz Japanese program was excellent, beautifully rendered, expertly designed, and rich with information. And *Berlitz Live! Spanish* lives up to its predecessor's reputation.

Like the Japanese tutorial, *Spanish* features beautiful graphics with simple animation sprinkled in just the right places, making the visual effects look much more complex than they really are. The tutor has a beautiful speaking voice, and the sound is so crisp that you can distinguish between different dialects.

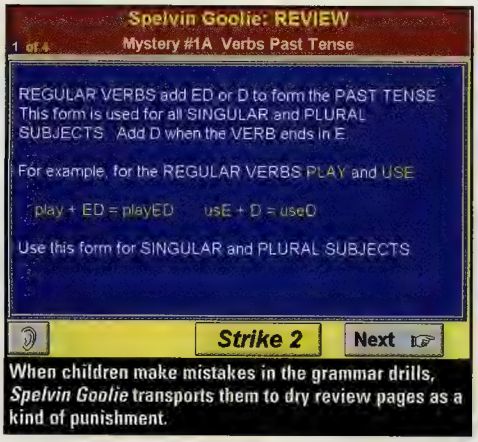
The program's educational design is also well executed: Some lessons are simple lists of Spanish phrases and their English counterparts, whereas others are point-and-click scenes that allow you to associate Spanish words with their concrete items. There are quizzes, an adventure game to reinforce learning, and a number Spanish conversations that let students take the role of one of the speakers. Adding to its value, *Berlitz Live! Spanish* features many opportunities to hear Spanish in realistic contexts, including business meetings, shopping, and asking for directions.

For a traveler, this program is perfect; for a student, it could augment other studies by providing excellent examples of pronunciation, as well as real-world scenarios. Like *Berlitz Japanese*, *Spanish* is a great value.

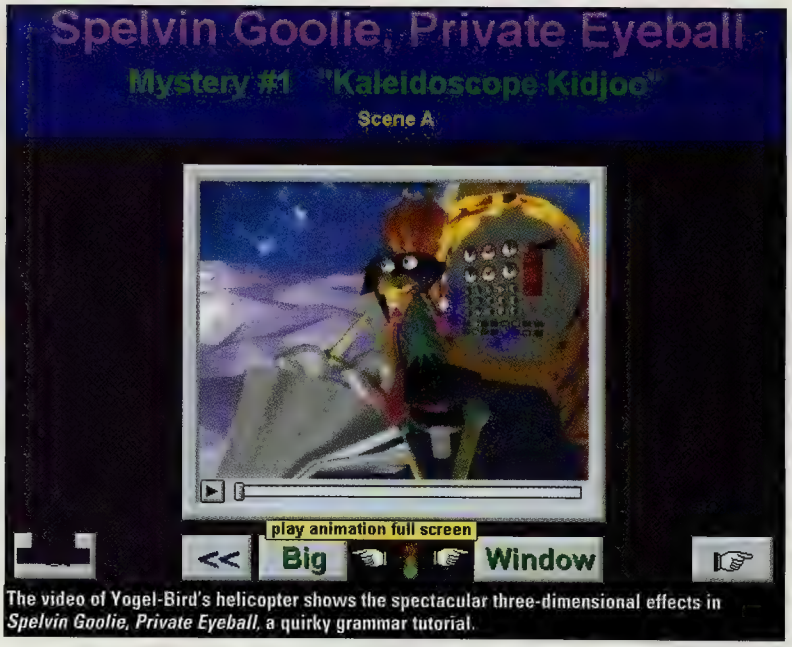
Heidi came down with a case of spring fever, and decided it was time to clean out that old software stockpile and take a look at a few of the kids' titles she hadn't got around to yet.

Spelvin Goolie, Private Eyeball

I bumped into this quirky program purely by accident. Produced by Spelvin Goolie's Office, the program teaches kids 10 and older about grammar. The program dazzles in some cases, and disappoints in others. Set in Upper Mumption Falls, the program features mystery stories about strange characters with unusual problems, such as the worry-wart who capitalizes every word in sight. These characters star in 10 mysteries, fables with morals as well as grammar lessons.



When children make mistakes in the grammar drills, *Spelvin Goolie* transports them to dry review pages as a kind of punishment.



The video of Yogel-Bird's helicopter shows the spectacular three-dimensional effects in *Spelvin Goolie, Private Eyeball*, a quirky grammar tutorial.

The educational material is clear, and the program is packed with information — about 30 grammar exercises, 10 spelling tests, vocabulary practice, and provocative supplemental activities for each mystery. Of special merit, these supplemental activities reinforce many skills by directing kids to read books, interview people, and write about their goals.

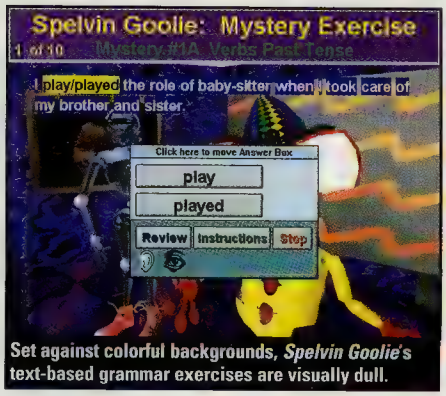
Despite the rich content, the grammar lessons were only loosely related to the rest of the program; although some information was embedded in the storyline, most of the lessons were delivered through text-based exercises and reading passages. And for all of *Spelvin Goolie*'s glamor, the text-based exercises are the only significantly interactive portion of the program.

Spelvin Goolie uses a wide selection of audio clips to offer both positive and negative reinforcement, and in an hour's play you won't hear the same sound clip twice. Although the positive feedback is encouraging, the negative feedback feels punitive. For the first wrong answer, kids are sent to the boring grammar review for the rule being covered. They can quickly click through the screens, skipping the spoken lecture and hurrying back to the exercises. However, a second mistake means kids *must* spend at least five seconds on each review screen. They can still skip the spoken lecture, but the lecturer smugly adds, "You could help your situation if you learned something from this review." After a third and any subsequent mistakes, the pedantic lecturer gasps and then reads the whole lecture slowly, giving kids no option to just skip through to the end.

This tactic is motivating, alright — like it's motivating when a teacher makes a child write 100 times "I will never forget to capitalize my teacher's name." Parents have to decide whether they're comfortable with this style of motivation. For kids who usually perform well on academic tasks — drill-and-practice exercises, for example — Spelvin's style is probably fine. However, I'd be willing to bet that children who find traditional schoolwork more challenging will eat spinach before they run *Spelvin Goolie* again.

Counterpoint

In last month's column, I wrote about programs that look beautiful but feel flat. I had the pleasure of discussing this issue further with June Stark of GemMedia — the company behind *Chug-A-Long Goes to Playland*, one of the programs I criticized. Chug-A-Long is a technical masterpiece with its sharp 3-D graphics. It also features exercises with traditional educational goals, as well as more creative activities.



Set against colorful backgrounds, *Spelvin Goolie*'s text-based grammar exercises are visually dull.

My primary objection was to the stiffness of the program, created largely by the style of graphics and characterizations chosen, but also by the more traditional style of the exercises. Stark explained that "We could have done *Chug-A-Long* in a cartoonish style and knocked it out in a month, but we chose a different look that we felt would be more captivating, and enable us to utilize real multimedia techniques such as zoom-ins and fly-bys. Essentially what we've done is create a world in 3D that we can pan around." About the educational content, she said the program was designed to get kids ready for school by leading them gently through such skills as listening, following directions, and recognizing lower-case letters.

My discussion with Stark reminded me that all evaluations are a product of whatever philosophy guides the evaluator. Here's mine: Just because you can translate an educational activity into a computer program doesn't mean you should. A computer program should add something new to that educational activity by giving access to experiences that couldn't be provided before, or by allowing children to manipulate concepts in a way that they can't in the real world. I might also concede that programs that skillfully motivate a child to absorb information through drill-and-practice or data observation are of some value, too, especially if they encourage independent learning.

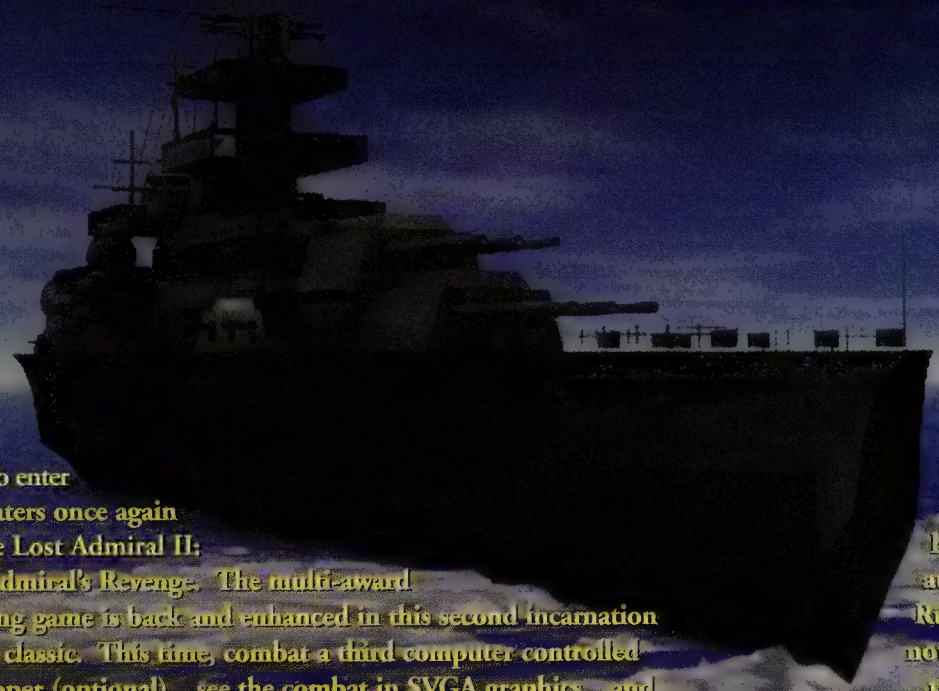
So my criticism usually rests on whether a program provides better "materials" than the real world does — and most software doesn't measure up. In addition, I occasionally react negatively to the presentation of a product, as I did to *Chug-A-Long*. I mention these reactions not because I think my taste is the standard by which all software should be judged, but because I think parents should evaluate the look and feel of a product before buying it. Because presentation is especially important in educational software, where it serves to either help or hinder our children's learning process. PCG

"Just because you can translate an educational activity into a computer program doesn't mean you should."

- MODEM Play (A QQP Hallmark)
- Very Strong Artificial Intelligence
- Superb SVGA Graphics with Astounding Combat Animations
- Many Pre-Designed Maps
- Random Map Generator
- Engrossing Campaigns
- Improved Player History of your Combat Endeavors
- Complete Player Ranking System
- Land Units to take Inland Cities
- Random Events
- A 3rd Player Interloper for that Extra Challenge
- Flagships with Special Abilities

THE LOST ADMIRAL II

The Admiral's Revenge



Dare to enter the waters once again in The Lost Admiral II: The Admiral's Revenge. The multi-award winning game is back and enhanced in this second incarnation of the classic. This time, combat a third computer controlled interloper (optional) ...see the combat in SVGA graphics ...and play against a human adversary over MODEM. Utilize the land troops as well as your naval fleet to combat the improved AI and try to regain your name.

The pre-designed maps are monumental, the randomly generated scenarios are tremendous and the campaigns round out a titanic gaming experience. Your progress is tracked all along the way with full player history tracking.

Stealthily, maneuver your submarines through enemy lines to prepare for the all out attack on your adversary. Run a tight ship, but it still will not be easy to conquer the world ...this time it's not just personal ...it's a matter of life or death.

QQP

Sales Information: 505-837-5447
4801 Lincoln Rd. NE • Albuquerque, NM 87109

Technical Support: 908-788-2799
495 Highway 202 • Flemington, NJ 08822

Product Information Number 136

NATIONAL CD-ROM

1-800-CDROM-13

PC0895

Fax orders: 214-488-2109 (US,Canada & Mexico only)
Phone: 214-241-0724
Mon-Thur 9am-10pm Fri-Sat 9am-10pm Sun 12- 6pm

COD VISA MasterCard DISCOVER AMERICAN EXPRESS

We offer the only NO RISK return policy.
If not completely satisfied with your purchase, exchange it for something else!

Download our Catalog with our entire selection and descriptions. BBS 214-241-4754.



Nascar Racing



Panzer General



Hot Pix 1



Rebel Assault

Get ONE of the above specials with the purchase of 2 additional titles at our regular low prices. Not valid with other specials.

IBM-CD BUSINESS

Instant Internet Access	$ 35
Home & Office Legal Guide	$ 10
Phone Disc Residential 95	$ 55
PhoneDisc Business Winter95	$ 55
Select Phone 1995	$179

IBM-CD FILM

Bugs Bunny Cartoon	$ 10
TV Commercials 1950s/1960s	$ 12
Three Stooges	$ 10

IBM-CD RELIGION

Bible Complete Multimedia	$ 35
Bible Library	$ 25
Bibles and Religion	$ 11
Dead Sea Scrolls	$ 45
Logos Bible Software Coll.	$ 35
Multimedia Family Bible	$ 19

IBM-CD GRAPHICS

2000 True Type Fonts	$ 24
ClipArt Warehouse	$ 10
Clipart Heaven II	$ 22
Color Clips 3000	$ 32
Font Elegance	$ 12
Fonts Platinum	$ 12
GIFs Galore	$ 19
Kodak Photo CD	$ 15
Mother of ClipArt	$ 12
Print Shop Ensemble	$ 75
Publishers Platinum	$ 12

IBM-CD MULTIMEDIA

Beethovens Fifth	$ 19
Encyclopedia of Sound II	$ 10
MPC Wizard 3.0	$ 12
Multimedia 4 Pak	$ 36
Multimedia Mania	$ 10
Multimedia Platinum	$ 12
Jazz Multimedia History	$ 19
Learn to Play Guitar	$ 29
MIDI Music Shop Professionl	$ 22
Midi Master Collection	$ 10
Sound Mod Vol. 1	$ 25
Sound Sensations	$ 10

IBM-CD HEALTH

ADAM Inside Story	$ 49
Family Doctor ver 3	$ 19
Home Medical Adviser Pro	$ 45
Home Remedies	$ 18
Mayo Clinic Family Health	$ 18
Mayo Clinic Pharmacist	$ 25
Mayo Clinic Sports Health	$ 16
Ultimate Human Body	$ 47

IBM-CD TRAVEL

AAA Trip Planner.	$ 19
Global Explorer	$ 69
London Multimedia Tour	$ 19
Map N Go	$ 49
Street Atlas USA v2.0	$ 89
US Atlas 4.0	$ 19

IBM-CD ADULT

APL Adult Pic. Lib. 1	$ 19
APL Adult Pic. Lib. 2	$ 19
Adult Reference Library	$ 25
All Beauties	$ 15
Amateur Models 2	$ 25
Asian Fantasy Girls	$ 29
Asian Ladies	$ 29
Asian Palatte	$ 25
Asian Pearls	$ 29
Barlows Affairs	$ 29
Blondage	$ 25
Bodacious Beauties	$ 29
Busty Babes 3	$ 29
California Beauties	$ 29
Celebrity Nudes	$ 25
Deep Throat Girls	$ 23
Deep Throat Girls 2	$ 21
Dirty Duo	$ 29
Dream Machine	$ 45
Erotic Virtual Sampler DP	$ 7
FAO Gold 1	$ 29
FAO Gold 2	$ 29
FAO Gold 3	$ 29
Fantasy Lifestyles	$ 25
Flame 1.1	$ 29
Forbidden Pleasures	$ 33
Girls in Vivid I	$ 19
Hard Core! 2	$ 25
Hidden Obsessions Quicktime	$ 25
High Society Hot Wire	$ 36
Hot Pics	$ 25
Hot Pix 1	$ 79
Hottest Fantasies	$ 29

IBM-CD ADULT

Madams Family	$ 33
Manpower Gay Pictures	$ 29
Night Watch 2	$ 39
Passion Toys	$ 19
Photo Gallery	$ 29
Pixis Adult Sampler	$ 9
Pleasure Zones	$ 35
Priority Male	$ 19
Pussy Galore	$ 19
Samurai Pervert	$ 49
Sex & Money	$ 29
Seymour Butts Interactive	$ 49
Shaved Pink	$ 19
Space Sirens	$ 45
Strip Poker International	$ 29
Sweet Cheeks	$ 25
Swimsuit and Lingerie	$ 12
Swimsuits to the Max	$ 18
T&A to the Max 1	$ 19
T&A to the Max 2	$ 19
T&A to the Max 3	$ 19
T&A to the Max 4	$ 19
T&A to the Max 5	$ 19
T&A to the Max 6	$ 19
Taste of Erotica Sampler	$ 9
These Boys are Bad	$ 19
Tokyo Nightlife	$ 39
Traci I Love You	$ 28
Treasures of Spice Sampler	$ 9
Vampire Kiss	$ 39
Virtual Vixens	$ 45
Wet Dreams	$ 19
World of Pin Ups	$ 19

IBM-CD GAMES

101 of the Best Games 2	$ 19
Aces Over Europe.	$ 22
Aegis Guardian of Fleet.	$ 25
Bio Forge	$ 49
Dark Forces	$ 52
Dark Legions.	$ 21
Dark Sun - Wake of Ravager.	$ 21
Descent	$ 39
Doom II	$ 49
Dragons Lair.	$ 29
Gabriel Knight	$ 25
Hell.	$ 19
Incredible Machine II	$ 39
Journeyman Project Turbo	$ 25
Legend of Kyrandia II	$ 25
Leisure Suit Larry 6.	$ 22
Lode Runner.	$ 19
Mad Dog Macree 2.	$ 25
Mad Dog Macree.	$ 19
Magic Carpet	$ 45
Myst.	$ 39
NASCAR Racing.	$ 29
Outpost.	$ 29
Panzer General	$ 22
Police Quest 4.	$ 25
Ravenloft.	$ 19
Rebel Assault.	$ 35
Return To Zork.	$ 22
Rise of the Robots.	$ 25
Rise of the Triad	$ 44
Seventh Guest.	$ 25
Sim City 2000.	$ 29
Sim City Enhanced.	$ 39

IBM-CD GAMES

Star Trek 25th Anniversary.	$ 25
Star Trek Technical Manual	$ 39
UFO/X-Com.	$ 25
US Navy Fighter	$ 45
Under A Killing Moon	$ 59
War Craft	$ 39
Wing Commander 3	$ 59
Wolf	$ 19
X-Com: Terror From the Deep	$ 44
Zork Anthology	$ 19

IBM-CD CHILDREN

Alladin /Disney	$ 29
Arthur's Teacher Trouble	$ 19
Arthurs Birthday Suprise	$ 36
Barney Bear Goes to School	$ 12
Berenstein Bears.	$ 15
Carmen Sandiego /World	$ 19
Cool School	$ 29
Doctor Ts Singalong	$ 16
Gus Goes to Cybertown	$ 15
Just Grandma and Me	$ 19
Kids Zoo/Undersea/American	$ 25
Learning Fun for Kids	$ 15
Lion King	$ 35
MS Magic Schoolbus Solar	$ 45
Math Blaster 2	$ 36
Mathematics Library	$ 15
Putt Putt Joins the Parade.	$ 18
Reader Rabbit 1 Deluxe	$ 39
Rich Scary How thing Work	$ 32
Tortoise and the Hare	$ 36
Tuneland	$ 32

IBM-CD REFERENCE

Amer Heritage Talking Dict	$ 25
Audubon Birds	$ 15
Complete Bookshop	$ 12
Dictionaries and Language	$ 10
Encyclopedia of Science	$ 47
Family Tree Maker	$ 59
Forbidden Subjects 3	$ 29
Gardening	$ 10
Government Giveaways	$ 29
Great Literature Plus.	$ 19
Hacker Chronicles 2	$ 35
Haldeman Diaries.	$ 19
How things Work	$ 33
JFK Assasination.	$ 15
Learn to Speak Spanish 4.0	$ 69
Leonardo the Inventor.	$ 22
Library of the Future 2.	$ 19
MS Bookshelf 94	Call
MS Encarta 95	Call
Monarch Notes.	$ 29
Multimedia World History	$ 19
National Geographic Mammals	$ 19
North American Indians	$ 27
Oceans Below	$ 19
Our Solar System	$ 10
Parenting	$ 19
Project Guttenberg	$ 19
QRZ Ham Radio Winter 95	$ 15
Redshift	$ 49
Simply House	$ 45
Triple Play Spanish	$ 19
US Air Force Aircraft	$ 12
US Aircraft Carriers	$ 12
US Navy & Marine Aircraft	$ 12

Check this out! CD's as low as $2.00 each!
Used CD's for sale, fully guaranteed!

7TH GUEST	$ 15	FAO GOLD 3	$ 18	LINKS	$ 10	SAM AND MAX	$ 12
AMATEUR MODELS	$ 16	FORBIDDEN SUBJECTS	$ 14	LOOM	$ 10	MONKEY ISLAND	$ 8
BATTLECHESS	$ 6	HARD CORE 2	$ 16	MAD DOG	$ 12	SEX AND MONEY	$ 20
BLUE FORCE	$ 6	HELL	$ 12	MAN ENOUGH	$ 16	SHERLOCK HOLMES	$ 16
BODY COUNT	$ 10	HELLCAB	$ 10	MANTIS	$ 8	SIMCITY 2000	$ 12
BROTHEL	$ 12	HIDDEN OBSESSIONS	$ 16	MASTER OF MAGIC	$ 28	SOUTHERN BEAUTIES	$ 20
BUSTY BABES 3	$ 20	HIGH VOLUME NUDES	$ 20	MEGARACE	$ 10	STAR REACH	$ 20
CASTLES II	$ 12	HOW THINGS WORK	$ 16	MICROCOSM	$ 8	STAR TREK TECH MANL	$ 29
CELEBRITY NUDES	$ 16	INCA 2	$ 6	MPC WIZARD 3.0	$ 8	THE HORDE	$ 12
CORRIDOR 7	$ 14	INTERNET TOOLS	$ 14	MS BOOKSHELF '93	$ 5	THE PSYCHOTRON	$ 12
CRITICAL PATH	$ 11	IRON HELIX	$ 8	MS WORD/BOOKSHELF	$ 12	TOOLWORKS REF LIB	$ 12
D!ZONE	$ 16	J MS PUBLISHER	$ 9	MYST	$ 26	TRIPLE PLAY FRENCH	$ 12
DARKSEED	$ 12	J SEYMORE BUTTS	$ 32	NHL HOCKEY 95	$ 30	TURBO TAX	$ 4
DIGITAL DREAMS 2	$ 12	JFK ASSASINATION	$ 7	NIGHTOWL 14	$ 12	ULTIMA VII	$ 20
DOOM2	$ 32	JONES THE FAST LANE	$ 10	PHYSICAL THERAPY	$ 12	ULTIMATE FOOTBALL	$ 10
DRAGON LORE	$ 18	JURRASIC PARK	$ 16	PLEASURE ZONES	$ 25	UNDER A KILLING MOON	$ 30
DRAGONS LAIR	$ 18	KING QUEST 6	$ 12	QUANTUM GATE	$ 8	VAMPIRES KISS	$ 26
ELEMENTS OF DESIRE	$ 22	KINGS QUEST V	$ 6	RELENTLESS	$ 28	WANDER LUST	$ 18
ERIC THE UNREADY	$ 15	DAGGER OF AMON	$ 12	RINGWORLD	$ 6	WING COMMANDER II	$ 11
FAMILY DOCTOR	$ 6					WORLDS BEST BREASTS	$ 14

Sorry, Due to the overwhelming popularity of our used CD's, our prices and titles subject to change.

IBM-CD SHAREWARE

C Source Code /Walnut Creek	$ 19
C Users Group	$ 24
CICA 2 Disc 2/95	$ 17
CICA 3 Disk Set 12/94	$ 19
DOOM Accessory Pack 4	$ 19
Doom Fever II	$ 15
Doom II Explosion	$ 15
Education Master 4	$ 15
Five Foot Ten Pack v2	$ 33
Free BSD Unix 2.0	$ 25
Games Platinum	$ 12
Hobbes OS/2 Ready to Run	$ 19
Internet Access	$ 21
Internet Info	$ 25
Just for Kids	$ 12
Linux 3 CD Set /InfoMagic	$ 25
Linux Plug n Play /W.Creek	$ 25
Night Owl 15	$ 25
Night Owl Pack	$ 25
Overload Trio 3 Disc set	$ 19
Simtel-20 Walnut Creek	$ 15
Software Vault Sapphire	$ 18
Techno Tools	$ 10
Top 100 Games	$ 19
Utilities Platinum	$ 13
Way Cool Windows Games 2	$ 13
Win Platinum	$ 12

OVER 1000 TITLES IN STOCK!

Price and avalability are subject to change. U.S. Orders- $5 Shipping for entire order, $10 UPS 2-day, $18 UPS overnight.

OVER 700 NEW CD-ROM TITLES UNDER $30!

USED CD PROGRAM, WE PAY UP TO 50% ON TRADE-INS

National CD-ROM • 800-237-6613 • 11005 Indian Trail Suite 101-A Dallas, Texas 75229

Return of the Son of Fear and Loathing

First off, a note to you AOL users: Fill out your damned Member Profiles!!! OK, now back to business.

A Rant...

You'll have to pardon me for a moment. I don't know whether to laugh my head off, or throw up. While writing this month's column, I made another sarcastic reference to the mass media's shameless stampede to cash in on the general public's Fear Of The Internet. And here's an honest-to-goodness excerpt of what I wrote on Tuesday, April 12th:

"...Next thing you know Playboy magazine will run a pictorial featuring The Women of the Internet, Rolling Stone will run an insipid College Internet Fashion Guide, Jeep will add an Internet trim package to it's Wrangler line and Internet Barbie will be driving her own miniature hot pink version."

I thought I was being facetious. Then I found this entry in the April 19th edition of the Chicago Tribune, nestled among items about Bill Gates blowing that Windows 95 sunshine up the computer industry's collective ass and the uplifting news that Tom Arnold will be making a movie called "The Stupids":

"They've done 'Girls of the Big 10' and 'Women Over 40.' But of all the future pictorials Playboy is busy researching...there's one that's particularly interesting. They're looking for women into computers for a pictorial dubbed 'Women of the Internet.'"

And then, the very next day, an article titled "Fashion and the Internet: It looks like a perfect fit." After blathering on about MCI's new fashion website, the author quotes an MCI spokesman, "We have to change the demographics of the Net. People have to have a reason to go out there."

You see? It's all an elaborate conspiracy to sell you something you don't need by convincing you that you're the only one that doesn't have it. I'm sorry to belabor this point (again) but the simple truth is: The only people who *really* want you jacked in to the Net are the ones who turn a profit by your involvement — the service providers and the media weasels who spew the hype.

As computer game junkies, we already know how it feels to have whole chunks of our time disappear in front of a monitor. Sure, e-mail is useful; and downloading games, browsing Websites, and perusing the deranged rantings in bizarre newsgroups is fun. But before you know it, you've blown hours and hours of time online that could have been better spent blasting your friends in a not-so-friendly game of *Descent* or even (gasp!) going outside to experience the natural wonders of Life On Earth.

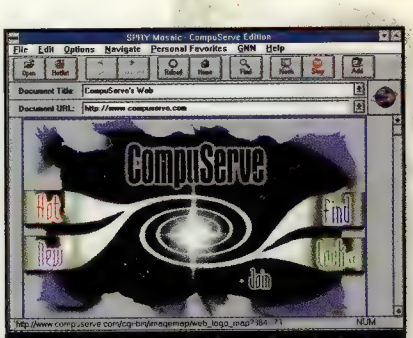
So surf cool, my friends, and try not to become one of those CyberDweebs who believe that the Net isn't just *the* future, it's *the only* future.

Suggested reading for this month is Clifford Stoll's "Silicon Snake Oil: Second Thoughts on the Information Highway" (Doubleday). Dig it.

A Rave...

Now, since I'd like to keep my job at *PCG*, I hereby renew my promise to help you get acclimated to the Net from the comfort and convenience of your existing online accounts.

As of today (mid-April) America Online is still working on the WWW browser for their Internet Connection. But CompuServe just got their NetLauncher feature up and running, and it looks pretty good. NetLauncher uses the same User ID, Password, Local Phone Number, Network and Modem settings as WinCIM or CSNav, and Internet usage is billed to your existing CompuServe account. Type GO NETLAUNCH and download CNL.EXE. Once installed, three applications will be added to your CompuServe Program Group:



Scoop! Your first look at CompuServe's World Wide Web Home Page, accessed through their new NetLauncher software.

- The CompuServe Internet Dialer (CID) enables you to establish a Point-to-Point Protocol (PPP) link with the Internet through CompuServe's network. You can start CID as a stand alone application, or it can be invoked by another Internet application.
- The award-winning Spry Mosaic World Wide Web browser. If CID isn't running when Mosaic is started, it will automatically start CID, wait for a PPP session to be established, and then begin accessing the web page that you've requested.
- ImageView: A utility for viewing graphics retrieved during Web Browsing.

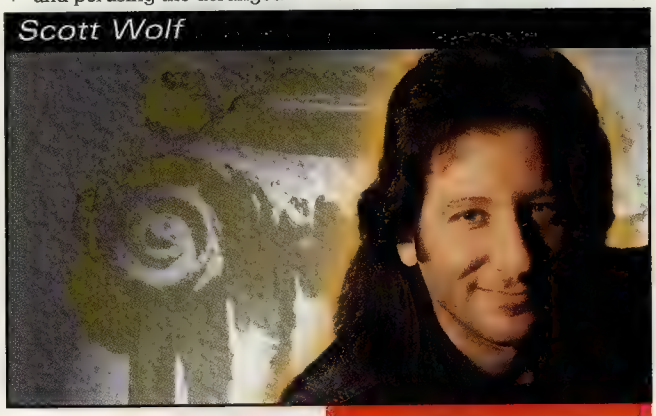
More later, after I've had a chance to mess with it.

And a Game!

Ticsoft has released version 2.1 of *Flying Tigers*, a fast-paced, two-player arcade shoot-'em-up pitting 21st century technology against the fighters of World War II. This update features great new music using Ticsoft's recently released Digital Sound Interface Kit, and addresses all of the issues raised about earlier versions. *Flying Tigers 2.1* can be found at these sites:

- ftp.netcom.com/pub/ho/homebrew/games/tiger21.zip
- America Online: Keyword: pcgames (TIGER21.EXE)
- CompuServe: GO gamers (TIGER21.ZIP)
- Software Creations BBS: (508) 368-7139 (TIGER21.ZIP)

PCG



Does Wolf tend to rage on at times? Well, yes. How can you deny it? But this time, he does have a point about the Internet, big business, and the ever-growing hype about the Infostrasse.

Nouveau Cuisine

This month, a tale of two control systems — Spacetec's (508 970-0330) fancy 3D joystick, the Spaceball Avenger; and Extreme Competition Control's (612 824-6733) impressive-yet-traditional Competition Driving System.

The Spaceball is like nouveau cuisine; an exciting product on the surface, combining new concepts and an unlikely configuration to arrive at a distinctive end. Specifically, the Spaceball is a controller intended to provide the full 3D movement being built in to games like *Descent* and *System Shock*. Where other controllers provide movement capabilities along only two axis — a gamepad's control pad lets you move back and forth, or side to side — the Spaceball offers three axis for true 3D motion. You can move back and forth, side to side, and up and down, all by manipulating the Spaceball's control ball.

That control ball is probably the first thing that drew me to take a look at the Spaceball. It's a big, blue ball mounted at the top of the pad-looking controller, and it's with this ball that you do all your shuckin' and jivin'. You hold the thing in your left hand, your thumb, index, and middle fingers positioned at the front, back, and top of the ball. You move forward by pulling the ball out away from the pad, back by pulling the ball toward the pad, turn left by pivoting the ball left, up by pivoting it up, and so on. It works through a com port rather than a joystick port, as does the Logitech CyberMan — a product very much like the Spaceball.

The Spaceball ships with software that enables the device (and requires a pretty sizeable chunk of memory for its TSR), then guides you through its use in an extensive series of tutorials. The tutorial program is pretty neat, too: lots of razzle-dazzle, and enough well-written marketing-type copy to get you pretty pumped up about the Spaceball's potential. And the tutorials are kind of game-like, 3D environments that look like they should be a lot of fun to work through.

So there you have it: a potentially wonderful experiment in nouveau controllers. But once you get into the tutorials and try to *use* the Spaceball, it's flashy presentation and unique design can't hide the fact that it's just not much fun to use. Yes, it does work — technically. It allows you to move in all the directions it says it will, and it's even got enough function buttons running down its right side to make it a pretty handy piece of equipment for those of us who don't like groping for keyboard commands. But the ball itself proves awkward to manipulate, and it took me an awful lot of experimenting to get to where I could run through *Rise of the Triad* without getting killed right off the bat.

The biggest problem is that the ball itself doesn't move. It just senses the pressure you're exerting, so you don't have any tactile feedback to tell you that yes, you *are* moving forward. Even after a week of playing with it, I never got to the point that I actually liked using the Spaceball. Performing combination moves — moving forward while turning right, say — was especially tough, and I inevitably lost lives because of the touchy control.

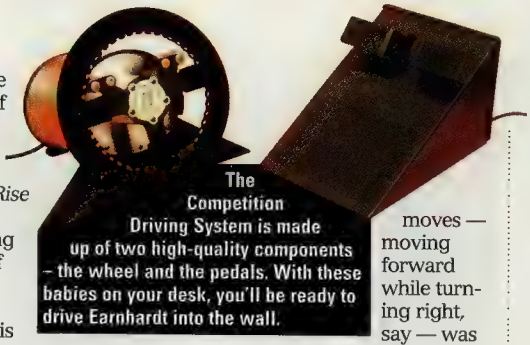
Maybe if I stick it out through another week or two of training, I'll be able to get around with it as well as I can with, say, a mouse. But if the Spaceball is an acquired taste, I guess I just don't see enough reward to bother with the acquisition process. I'm excited about the idea of 3D controllers, though. And looking forward to a better one.

Now, on to the meat and potatoes section of our show — and we're talking some *gourmet* meat and potatoes. Driving systems have been around for years, but the two-piece Competition Driving System is undoubtedly the slickest, sturdiest, and most impressive I've yet seen. If anything hopes to top my list of Favorite *NASCAR Racing* peripherals, it's gonna have to beat the CDS first.

At an SRP of $439 for both units (or $299 for the wheel, $179 for the pedals), the CDS obviously ain't for everyone. This is serious equipment, designed to stand up to years of abuse by driving-sim junkies. Both units are heavy, 22-gauge stainless steel, with internal mechanisms that are just as tough. And they perform with admirable accuracy, delivering a realistic driving feel I can't say I've ever experienced before.

Extreme Competition Controls is a small outfit right now, but they obviously care a lot about quality; I can't find a single cut corner or shortcut taken in producing the CDS. You probably won't find the CDS at your favorite computer shop, but if you're serious about simming, call 'em up. I think you'll be glad you did.

PCG



The Competition Driving System is made up of two high-quality components – the wheel and the pedals. With these babies on your desk, you'll be ready to drive Earnhardt into the wall.



Matt Firme

When it comes to controllers, you've basically got two options. You can go with the old faithful, or the new-fangled. Matt walks both sides of the line (as he often does) to get the facts.



A shot from the Spaceball's trainer shows you the control ball in all its glory.

After hearing his favorite games on a Sound Blaster, Vincent regretted the ear thing.

Inferior sound cards can drive you to some crazy ends. Sound effects built into this year's hottest new games might seem muffled and flat. Like you're only getting half the experience.

But a Sound Blaster™ sound card can spare you that insanity. You get real 16-bit, CD-quality sound that brings games to life. You hear ships explode, swords clash, tires squeal. That's why Sound Blaster is the PC sound standard.



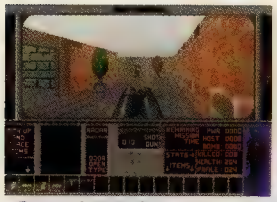
So only buy genuine Sound Blaster cards. And look for the Sound Blaster Compatibility Logo on software and multimedia kits as well. That way, your software will sound exactly like it should. And you won't feel a tinge of regret. There are six different Sound Blaster sound cards to satisfy the most discerning ear.

To find the one that's best for you, call 1-800-998-5227 Ext. 114.

CREATIVE™
CREATIVE LABS INC.
multimedia is Creative

© 1995 Creative Technology Ltd. Sound Blaster and the Creative, multimedia is Creative, and Sound Blaster Compatibility Logos are trademarks of Creative Technology Ltd. International inquiries: Creative Technology Ltd., Singapore. TEL: 65-773-0233 FAX: 65-773-0353. All rights reserved.

Product Information Number 96

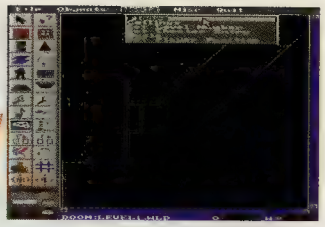


When you get the GCS, check out the cool sample levels that come with it! See for yourself how well our smooth scrolling 3D action compares to your favorite action games!

MAKE 3D GAMES!

No Programming!

Now it is time to start thunking about your own game Examine or change around the included demo examples to learn with minimal manual reading!



Sell'em for $$$!

Stop dreaming about making games, and start doing it. You don't need to read books or program. Just jump in and let your creativity take over! Don't doom all those hours you spent running down dying.

Interview with the GCS Creator

Q: What is the Pie 3D GCS?
A: The Pie 3D GCS is an integrated software package for non-programmers. With this system, the user can create his or her own 3D games which are comparable to today's top-selling 3D action games.
Q: Is this DOOM?
A: No, DOOM is an excellent game from Id Software (not us). However, with the GCS you can make levels that look very similar to DOOM levels if you want. The Pie 3D engine is similar to Id's in that you can have tall walls, non-90 degree walls, walls with cutouts and ledges, doors, and animated objects. It is different from Id's in that with the Pie 3D engine there are limitations on the floor and ceiling tiled floor textures and steps. Also there are features in the Pie 3D engine like inventory items that can be put down, and two-way passages between any levels, that weren't needed in DOOM. There's lots more, too, but those are the highlights.
Q: Is the gameplay smooth scrolling animation, not jerky or slow?
A: I think the animation is as smooth as our competitor's. In our most complex levels we average 10 to 20 animation frames per second on a lowly 486-33. In a more simple 'maze' type level you would do better.
Q: Are you limited to indoor levels?
A: Why no, outdoor scenarios are easy. You can make buildings and of course trees, tall telephone poles, or almost any simple outdoor object.
Q: What about lighting effects?
A: The GCS can do the standard fade to darkness with distance, or you can have it fade to grey for a very effective fog/rainy day effect. You can also make walls that pulsate or blink with light.



Check out the high ceilings, cool weapons, and walls with windows or any cutout areas! Friendly characters, animated objects, even items like keys that the players can pick up and put down.

Q: Can you make your own weapons and enemies?
A: Yes. The GCS comes with a standard set of weapons, inventory items, and enemy guys. The average user will probably want to stick with those, since using them entails just some mouse clicks. The advanced users will want to make (or import) all the images for all the views with the included paint program. It is actually pretty involved to do that many artwork frames.

Q: What are the fees for selling games made with the GCS?
A: Zero, zip, naught, nada, nothing.
Q: Do you have to be a computer guru to use the Pie 3D Game Creation System?
A: No, although you need to know how to get around using DOS, and edit text files and so on. There is NO PROGRAMMING required, but to do advanced things like creating your own weapons takes some careful study and text file editing.
Q: Can I use my own scanned pictures or other artwork in my GCS games?
A: Yes, just use the included paint program to import .GIF, .PCX, or .BMP files.

Game Creation System

$69.95

30 Day Money-back Guarantee

Virtual reality corridors to be written off as entertainment only!



Now you really go to town building your levels. With simple click and drag operations, you lay out your 3D world from the top view. It is as easy as building with children's blocks. No complicated 'sectors' or 'nodes'. Just choose a wall, drag it out, and set it down

Scroll bars and zoom tools let you get just the view you want, and helpful grid and object snap help you keep everything perfectly aligned. A full set of editing tools let you copy, move, rotate, or elevate whole sections of the map in one click.

Use your mouse to build castle mazes, high-tech space stations, or dense forests on a top view grid. Then, add monsters, enemies, keys, & weapons. Click a button and WOW, you are there in your very own 3D world! It's easy!

Blast SOUNDS & MUSIC

Digitally mixed .wav sounds for your custom enemies or weapon

Midi

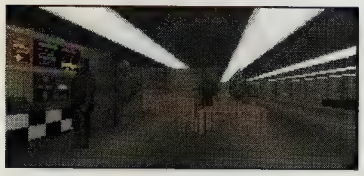
Music can be added to your game levels. Just put your general midi files in your game directory and click on the musical note icon!

Elevate your status from game player to game designer. It's time to start making some $$$ from your hobby! Order the Pie GCS today!

With the GCS, your time is spent constructively as you elevate your status from game player to game designer. It's time to start making some $$$ from your hobby! Order the Pie GCS today!

GCS FEATURES:

Top view world editor - position walls & objects with your mouse.
Full featured paint program - GCS PAINT
Complete manual. Working demo levels.
256 brilliant colors. Customizable game play screen.
Smooth-scrolling, first person perspective 3D movement.
Jumping and ducking ability on outdoors levels.
Textured walls, ceilings, sky, floors, ground.
Special lighting effects - night, fog, pulsating, flickering light.
Outdoor horizon strip capability - mountains, city skylines are possible.
Enemies that patrol, sentry, or hunt to kill!
Sliding & locking doors. Animated objects. Switches.
Inventory system - weapons, ammo, health packs, keys, and more!
Two way warping between levels.



Click a button to have instant access to GCS PAINT. This is a full-featured image workshop which has all the tools you'll need to create your own original artwork or modify the images that come with the GCS. With a few simple mouse clicks, you'll be churning out high quality images by using features like line, circle, ellipse, polygon, interpolation, text, fill, color replacement, pattern, color phase, sun burst, outline, anti-aliasing, merge, blend, brighten, darken, smooth, contrast, copy, move, overlay, erase, flip, rotate, resize, zoom, and more! Import .GIF images from the NET. Scan pictures of yourself and friends to put in your game. The possibilities are endless!





After you have added your favorite .wav files, and maybe put in your own midi files, you are all set to make the final game. One click on this menu choice, and a game is created in a target directory on your hard drive. Run your new game yourself, or copy this directory to a floppy disk and send it to your friends, your publisher, or upload to a BBS or network as a shareware program or free demo!

NEW!



ORDER YOUR "PIE 3D GCS"

This product is ideal for avid 3D game players. Now you don't have to wait for big software publishing companies to come out with games that may or may not impress you. Now, as a full-fledged game designer, you can set the scene, craft the scenario, hide the secrets, and mastermind the combat action. You'll have hours of pure pleasure testing and refining your killer levels. Make a game your game-playing friends will rave about.

And, if you turn your hobby into a business, you don't have to pay any fees or royalties to anyone. You keep 100% of the profits. Take advantage of the opportunities emerging on the net. Distribute your game as shareware. Strike a retail deal. Imagine the thrill of seeing your game on the shelves of computer superstores! This purchase could be a real investment!!!



pie in the sky software

Developers of 3D entertainment software

For more information, call our computer BBS at 716-425-2962. Download a demo, or send a check for $6.00 to us if you would like the demo mailed to you on 3.5" floppies.

FAX YOUR ORDER (716) 425-8842

1-800-537-3344

pie in the sky software

1596 Ayrault Rd. Fairport, NY 14450

NAME:_____

STREET:_____

CITY:_____ STATE:_____

ZIP:_____ PHONE #: () -

❑ CHECK/MO (Payable to Pie in the Sky Software)
❑ Charge my credit card: ❑ MC or ❑ VISA

Credit Card #:_____ EXP:___/___

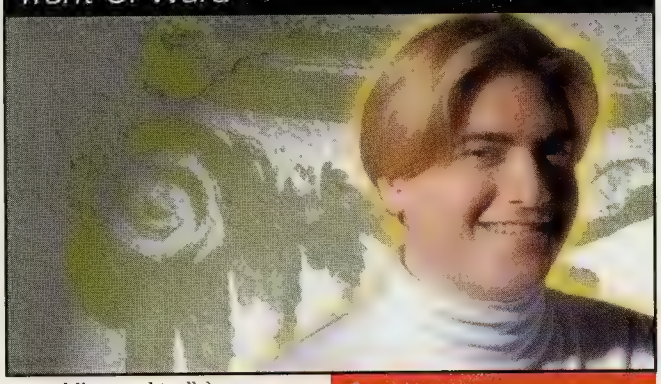
Signature:_____

❑ US Priority Mail (Add $4.00 shipping & handling = $73.95)
❑ C.O.D. (Add $9.00 shipping & handling = $78.95)
❑ Federal Express (Add $14.00 shipping & handling = $83.95)
❑ 8% Sales Tax ($5.60 - New York only)

Product Information Number 135

Down and Dirty

Trent C. Ward



Trent goes diggin' in the dirt this month, and finds out that playing in the MUD can be beneficial for roleplaying fans looking to expand their games beyond their own computers.

Classic roleplaying was always intended as a group activity. In the beginning of the RPG thing, you could own every kind of dice, reference manual, and gamemaster screen available, and you still weren't going to be able to play without at least one other friend in the room. Even if you could get past the obvious problem of being forced to invite other roleplayers (not a group known for its strong interpersonal skills) over to your house, you still had to fit playing times around everyone's schedules.

The arrival of the computer RPG changed everything. Now you could sit down and enter new and exciting fantasy realms — usually, all by yourself — whenever you felt like it. But no matter how good the games seemed to get, they never really felt like true roleplaying games, because they lacked the human interaction so important to the genre's success. The little computer people you met in your travels always said basically the same things, always acted the same way, and never really ventured far from their little computer homes. If you killed an NPC, there was unlikely to be any sort of revenge taken; if you died, there was no one there to even notice your passing. Modems offered an opportunity to link up two real players — but when it comes time to face down a party of orcs, two can be as bad as one. It's the loneliest number since the number one.

Now, the vast potential for connectivity offered by the Internet is finally being used for something useful — good multi-player roleplaying. If you haven't had the chance yet to drop into one of the more popular multi-user dimensions, or MUDs (that's right folks, another bizarre acronym to remember), you'll find that it's well worth the time and effort to track one down. Although they've been around in one form or another since the '80s, the fantasy MUD is an environment that's still in its infancy.

Most of the MUD games that you'll find are your basic text adventures, and will instantly remind you of the first Infocom games. Character classes are usually limited to fighter, thief, cleric, and mage, with standard RPG rules for experience-building, hit points, mana points, etc. Depending on who set up the adventure, you may encounter standard fantasy villains (orcs, goblins, and trolls), or something a little more bizarre (my last time out, I was killed by some rather crafty bacteria). In addition to choosing the class and race of your character, you're also given a chance to personalize the text that other players see when they look at you.

Although none of this sounds very impressive to those who've come to expect lush SVGA graphics, the addition of other living characters that you can converse with, steal from, or even kill, restores the interpersonal factor and sense of community that are missing from too many computer RPGs. Players can meet up with other characters, share information, heal each other, and band together when they need to overcome a common enemy.

Once you've achieved a certain experience level, your attributes will rise and you'll be able to survive new areas. Killing others is possible — but once you've crossed that line, you'll almost always have to keep looking over your shoulder, just waiting for the day when someone comes looking for revenge. After a while, the absence of graphics seems relatively unimportant, and you'll find that you're more addicted to the connection to other players than you ever were to those flashy pictures and animations.

Better still, the lackluster visual presentation of the MUDs won't be a consideration for much longer. Several companies are currently working on graphic MUDs for use in entertainment and education. When the projects are completed, players will be treated to the best of both worlds — graphical RPG environments that allow competition and cooperation with other players — all over the world — at the convenience of the user. On the down side, these systems are likely to be pretty slow until more efficient means of pushing those rather large image files around the net are discovered.

For those who are too impatient to wait around until all of this comes to be, there are a few pretty good options right around the corner. Several game companies are looking into the possibilities of releasing games that will access the internet on their own, giving you the graphics and gameplay benefits of a large scale release with the connectivity of a MUD. Sources at Interplay say that current work on Steve Jackson's GURPS series is probably headed towards a multi-player option, hoping in the long run to bring massive numbers of gamers together in the same world.

The way I see it, this is the true future of roleplaying, and may give the often ignored genre the addictive element it needs to become a mass-market pastime.

In possibly related news, Blizzard, the strategy giants who brought you *Warcraft*, have just announced their intentions to publish a roleplaying game from developers Condor called *Diablo*. Although hesitant to give out too many details, the company did let on that the game would be oriented away from your typical Tolkien fare, aiming instead for a dark, Gothic feel. The game is to be multiplayer, but the company isn't saying how many players or what type of connections will be supported. A random dungeon generator will insure that every play offers a new challenge, without the hang-up that we suffered through in MicroProse's *Darklands*. The early graphics are very encouraging, but unfortunately we won't get a look at a final version until the second quarter of 1996. PCG

Crawford Reinvents the Wheel (Again!)

There was a time, back in the formative days of computer gaming, when games were designed by *people*, not development houses. The artisan behind a title was able to take center-stage, and garner the kind of following we'd today associate with, say, film directors. Among wargamers, Chris Crawford was certainly one of those game-designing celebrities.

We've seen little of Crawford, though, since *Patton Strikes Back!* came out in '90, an entry-level Battle of the Bulge sim that Crawford described as "A wargame for the rest of us," only to learn, as he puts it, "that there *was* no 'rest of us'..."

I cornered the elusive Crawford at the recent Game Developers' Conference and asked about the highly unusual wargaming elements of *Le Morte d'Arthur*, a diplomacy/strategy game that may well be his *magnum opus*.

William R. Trotter: *Tell us how you came up with such an unconventional design.*

Chris Crawford: Well, it's always bothered me that wargames don't play the way war stories *read*. There are hundreds of first-person accounts of Waterloo, for instance, and none of them describe anything that looks like a cool, calm, rational wargame. That chessboard feel just doesn't jibe with the chaos and smoke and confusion, the boredom of waiting to go into action, the terror of facing the enemy, that you read about from the men who were actually there.

The central thing that I zeroed in on, finally, was the *spatial component*. War games are very much like chess in that they are largely a matter of maneuvering units within a spatial field, but in real war, maneuver is often *not* the primary component of a battle. The climax of Waterloo was not a spatial event, it was a psychological, emotional, turning point: when some Frenchman cried out: "Look — the Old Guard is retreating!"

WRT: *Where did this conclusion lead you?*

CC: To an experiment: what would it be like to design a wargame whose fundamental architecture was *dramatic* rather than spatial? I tried four times, and I just could not shake the spatial mind-set! I threw away months of work before I finally came up with something, and the inspiration was re-reading *The Iliad*.

Not *once* does Homer mention spatial considerations! There's never anything like: "Hector glanced to his right and thought, if I move two hexes southeast, I can get three-to-one odds on that spearman!" But the dramatic aspects of it are still tremendously powerful! In my system, characters encounter other characters on the battlefield, and do battlefield kinds of things to and for one another. It's bloody and intensely personal, and every time a character does something, that action has both a dramatic component and also a kind of "victory point" score attached to it.

Heroic deeds and rescues gain points, mistakes and cowardice deduct points. Your job, as game player and commander, is to *motivate* your troops properly. As you talk, you have to use all your insights into their personalities, as well as insightful interpretation of their facial responses, in order to make them fight to their maximum potential.

WRT: *For example?*

CC: Here's a scared young kid who's crying "I can't go down there!," and you need to give him a good thanks-Sarge-I-needed-that slap on the cheek; or here's a grizzled old vet who's out of wind and he says, "I've done my share for today," and you respond: "If you don't get your butt back into the fray, you'll get no share of the loot!" You have to know these people well, based on all the insight and understanding you've gathered through the whole game, in order to command them well enough to win the final battle with Mordred. And I've included a wide range of possible responses, sometimes as many as 20 or 30, from very positive in effect, to disastrous.

WRT: *I'm reminded not just of Homer's works, but of* The Red Badge of Courage *and Tolstoy's vignettes of Borodino. You've used technology to create a gaming style that harkens back to classic literature. It's a fascinating concept.*

CC: It's still rough, but we're slowly polishing it. I can assure you that this will not be the romantic Arthurian world of *Camelot* — this is the Dark Ages, and Camelot is a hilltop fort with log walls and dirt floors. And there will be none of this chivalric nonsense with jousting and such — if you can kill an enemy by sneaking up behind him and bashing his skull in, you get your victory points, no questions asked.

We're even going to redo the portrait art, because right now the characters look too pretty, too romantic. I want to dirty them up a bit, make them look like the semi-barbarians they actually were.

WRT: *Setting the game in a Dark Ages milieu certainly gives you a whole different set of cultural and social values to work with. Are we to assume, then, that this will not have any sword-and-sorcery trappings?*

CC: Absolutely not! The context is a basically genocidal war with the Saxons, no quarter asked or given. The personal environment is also very intense, with all sort of rivalries going on. People will murder and betray each other, poison each other, fall in and out of love and have lots of sex. But the events on the battlefield will be the acid test, the place where relationships are hammered on the forge.

Sex and war — how can it miss? Good luck, Chris. We look forward to our first look at *Le Morte d'Arthur*.

PCG

William R. Trotter



In 1985, Chris Crawford's Atari-800 wargame, *Eastern Front*, revolutionized a genre. Now comes his new Arthurian adventure, *Le Morte d'Arthur*, with a concept inspired by *The Iliad*.



Sid Meier's

COLONIZATION™ Gold Multimedia

Experience the thrill of Sid Meier's Colonization™ in multimedia! You're the Viceroy, leading a group of colonists into a New World of promise and peril. Watch settlers come alive as they speak to you via striking footage from famous historical sites. There's even more of the art and music that you loved in the original. With Colonization™ Gold Multimedia, you can bring a powerful new nation to life. But choose the wrong plan of action and *you're* history.

The Landing of the Pilgrims at Plymouth, Mass. Dec. 22nd, 1620, Currier & Ives, 1876; Museum of the City of New York, The Harry T. Peters Collection.

©1995 MicroProse. All rights reserved.

1-800-879-PLAY. For IBM®-PC & Compatibles on CD-ROM.

MICROPROSE

Product Information Number 120



FLY!

This is it.
Real planes.
Real maneuvers.
Real scenery.
Real flight.

For IBM-PC and PC Compatibles with CD-ROM.

FLIGHT UNLIMITED™

A Looking Glass Technologies Production

Distributed by Virgin Interactive Entertainment, Inc

Available in major retail outlets or order direct (800) 360-7455

©1995 Looking Glass Technologies, Inc., Cambridge MA. Flight Unlimited, Looking Glass and the distinctive logos are trademarks of Looking Glass Technologies, Inc. All rights reserved.

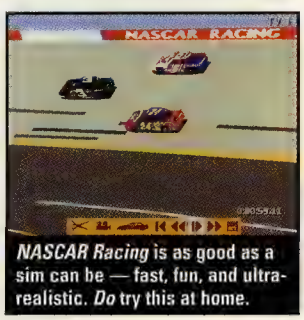
Product Information Number 114

The Sins of a Simmer

When I've been at the keyboard for hours — racing, golfing, flying, building cities, or managing a baseball team — I usually hear the same complaint from my significant other: "How can you play those stupid games all the time?" she asks. And every time, I explain patiently, "Honey, it's not a game. This is a simulation."

Okay, so that answer only worked the first couple of times. But there is some truth to it, in a twisted, self-serving sort of way. Because dammit, they're *not* games. Games are for children. And the entertainment software products (I'll say anything but games) that I really enjoy aren't the joystick-twisting action variety. Except for flight and racing sims, I'd much rather plot strategy than test my reflexes with a joystick. I do like blasting my way through a level of *Doom* every now and then, but I'm not proud of it.

What's the difference between a simulation and a mere game? It's the realism, of course. *Pole Position* was a game; *NASCAR Racing* is a simulation. You don't just hop in the car and zoom around the track, knocking other cars out of the way. Well, you can, but that fun won't last long. To do well, *NASCAR Racing* requires you to use your head and do some hard work, just like the real race teams do. You adjust the air pressure in the right-front tire, run 50 laps, then check the tire temperature. Stiffen a shock, run some more practice laps, check your lap times, go back to the pits. Do it right, and you'll spend as much time practicing and working on the car as you spend racing. And that's just the way it should be.



NASCAR Racing is as good as a sim can be — fast, fun, and ultra-realistic. *Do* try this at home.

That's the sort of realism that makes for a good sim. If a sports sims doesn't have a full season of play, with a championship at stake, then I'm just not interested. An air combat sim without campaign play doesn't keep my attention for long, either. A sim that touches only on the exciting aspects of an activity is just a game.

The most popular sims are those that give gamers a chance to try something they'll never have a chance to do in real life — flying a jet aircraft, driving a race car, building a railroad empire, managing an NFL team, leading an army into battle. The appeal of these sexy sims is obvious; they're exciting pursuits that you can't (or wouldn't want to) try for yourself. But my devotion to sims goes way beyond that. If they're complex and challenging, I like 'em all.

Good sims don't have to re-create an experience that I enjoy in real life. My farming experience, for instance, has been limited to growing a few...well, better forget about that. Let's just say I don't have a green thumb, and wouldn't be inclined to use it if I did. But I was a sucker for *Sim Farm*, just as I am for most Maxis products. Yeah, rotate those crops, fertilize, and irrigate those fields! You can take the most mundane occupation in the world, turn it into a complex computer simulation, and I'll give it a try. Farming, fishing, drilling for oil, you name it.

In the real world, I just hate fishing. Hours of sunburned boredom, relieved only by cold beer, isn't my idea of a good time. But load *Gone Fishin'* on my computer, and I'll hop all around that fishin' hole. *Gone Fishin'* is so good that it re-creates the essence of fishing, including the boredom, yet actually keeps you playing for hours. You'll go for long stretches hearing nothing but the lapping of the waves, the buzzing of the mosquitoes, and the occasional yapping dog. Then, wham! You've got a bite. It almost makes me wish I had some of those slimy Vienna Sausages my dad always brought on our angling outings.


I know, it looks boring. But *Gone Fishin'* has enough atmosphere and realism to be an addictive fishing simulation.

Though the subject can range from farming to F-16s, classic simulations are a rare breed. Lots of games are fun, but sims must be both fun — or at least engaging — and realistic. If a sim doesn't deliver both, it's a failure.

Sports sims are especially tough to do well. Sports simmers are sports fans, and they know their favorites intimately. They demand convincing graphics on the field, exhaustive record-keeping, and career management — all in a package that produces realistic results and statistics. In baseball, a runner on second base usually goes to third on a ground ball hit to the right side of the infield. If that's not what happens on screen, a simmer won't be happy. Putting it all together is no small task, and even the great ones — *Tony La Russa 3*, *Front Page Sports: Football Pro*, and *NBA Live* — suffer a bit under the burden of compromise.

Simulations of more exotic pursuits aren't quite so demanding. Few of us have piloted an F-16, so we can't really judge the accuracy of an F-16 sim. Even so, the hardcore flight sim crowd can be pretty brutal in pointing out flaws in flight models. Whether it's flying, fishing, farming, or fighting, if they can simulate it, I'll give it a try. I'm addicted, so have mercy on this poor simmer.

PCG

Lee Buchanan



This month Lee lets us in on a dark secret — he's a sim snob, and sees a big difference between mere *games* (those silly things that children play) and *simulations*.

Writing PC Games for Fun and Profit

At one time or another, I'll bet just about everyone reading this magazine has had an idea for a game. But coming up with a *really original* idea — one that hasn't been thought of before — isn't all that easy. Neither is designing the environments and characters, or inventing the puzzles and the rules of the game, no matter how much time you've spent imagining how you might go about it. Writing PC games seems like a mystery even to some experienced non-game computer programmers, a murky realm of black art and carefully guarded trade secrets, not to be revealed outside the guild.

At least that's how I felt before I found Christopher Lampton's *Flights of Fantasy* and *Gardens of Imagination*, two books published by The Waite Group that shine a light on the software technology behind some of today's hottest PC games. Writing a good-looking and good-performing game still seems like a serious project, but after reading these books I feel like I'm a lot closer to being able to do it.

The first book, *Flights of Fantasy*, covers flight simulators and flying games that use three-dimensional polygonal graphics. Lampton actually develops a working simulator, moving chapter-by-chapter through concepts like graphics algorithms and flight physics, explaining every equation and program code along the way.

Gardens of Imagination tackles another hot genre — maze games like *Ultima Underworld* and *Doom* — and explores different programming approaches, including polygonal rendering, ray-casting, height-mapping, and light-sourcing. A few essential subjects are covered in both books in slightly different fashion, such as VGA video programming, getting input from joysticks and keyboards, and the mathematics of 3D graphics — things that are needed in just about every kind of game.

The books are also organized similarly, as a series of demo programs that get more sophisticated as Lampton explains features, building up to a complete game. He does a great job of introducing and explaining the fundamentals, but the games still stop well short of commercial quality. Unlike programs that you see at local software stores, they don't support dozens of different sound cards, Super VGA graphics, or multi-player competition. In a sense, they're just barely games — you can't shoot anything, you can't crash the plane in the flying game, and there's nothing to blow up in the mazes.

But the demos are really just there to show how the algorithms work. Since each book comes with a floppy disk that includes the programs and all the source code, you're free to continue developing the games by building onto Lampton's programs. You could start by designing new images, adding opponents and combat scenarios, then move on to implement some of the features found in commercial titles. You might even try your hand at improving on the graphics algorithms. Before you knew it, you'd have a pretty cool game.

The programs are mostly written in the C programming language (the language of choice for working game programmers), with some small sections written in assembly language where speed is particularly critical. If you don't already know how to program, you aren't likely to learn how from either of these books since they don't actually teach C or assembly language programming. Then again, if you know the basics or you're in the process of learning, the books might be what you need to keep up your interest in the subject, with plenty of program listings and good explanations for some of the less obvious programming constructs.

Christopher Lampton isn't a game developer by trade. He's an accomplished writer with dozens of books to his credit, but he set out to do what so many others have only thought about: to learn *how* to write the kinds of games he enjoyed playing so much. A professional game developer might have been able to share a few more tricks of the trade, but Lampton's writing skill pays dividends in the form of clear explanations for some tricky subjects — a better-than-even trade-off, if you ask me.

He admits that he has an ulterior motive for writing these books; he's hoping that *Flights of Fantasy* and *Gardens of Imagination* will turn readers on to subjects that they wouldn't care about otherwise. Trigonometry, matrix algebra, calculus, and physics might seem dry and abstract in a classroom, but they're the lifeblood of computer games, and he'd like nothing better than to encourage his readers to learn more about them.

Lampton isn't the only author who's written about game programming, and these books aren't the only source of information about writing games. I just happened to see them first and was very impressed. But to get an even fuller picture, the GAMDEV forum on CompuServe is a another good resource. You can meet Lampton and other authors there, and you can check out Ben Sawyer's GAMFAQ.TXT file, a great introduction to some other very practical issues in game authoring.

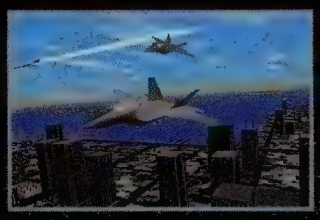
You'll also find a strong contingent of game programming professionals who come there to discuss graphics algorithms and the philosophy of game design, and they're usually more than happy to advise beginners who ask nicely. If you've ever thought about how cool it would be to write games for a living, you should know that many pros got started by asking for help in the game developers forum. There's always a demand for talented game programmers, and being able to show off a good working game that you wrote yourself is a match for any resume. If that's what you're after, good luck — and I hope to see your games in *PC Gamer* some day!

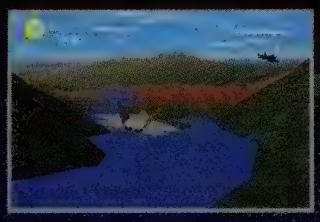
PCG

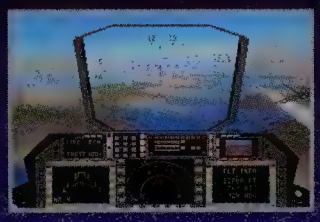

Tim Victor

If you are one of those very persistent types who have called and written to us to ask how you get into the game design racket, old Timmy V.'s got some very welcome insights for youse guys...

FOLLOW YOUR DESTINY







JETFIGHTER III

Join an elite U.N. strike force facing a world ravaged by international conflict. Fly explosive missions in the most realistic and immersive game world anywhere. Experience JetFighter III's precision texture mapping and breath-taking terrain from actual government data. Armed with a full arsenal of high-tech weapons, test your mettle against lethal enemy intelligence. JetFighter III's easy-to-use flight controls, 3-D animated interface and multimedia encyclopedia put you in the pilot's seat. Your mission is to restore global peace through deadly force.



DISTRIBUTED BY: Interplay

PUBLISHED BY: MISSION STUDIOS

THE WAIT IS OVER AUG. '95
CALL 1-800-468-3775

CONTROL YOUR FATE

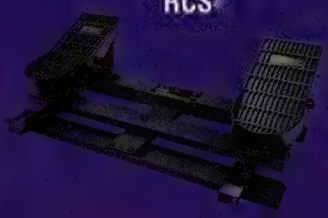


F-16 FLCS™



When you're flying a billion dollar plane, only the best controls will do. Bring it back home with the ThrustMaster F-16 TQS, the ultimate in throttle control and weapons management. Designed to operate with the F-16 FLCS* and ThrustMaster's Rudder Control System, the TQS is fully programmable. Multiple dials and switches, targeting trackball and realistic arced throttle motion make it the most authentic controller available.

RCS



If you're serious about survival, get the serious survival gear...

TQS™

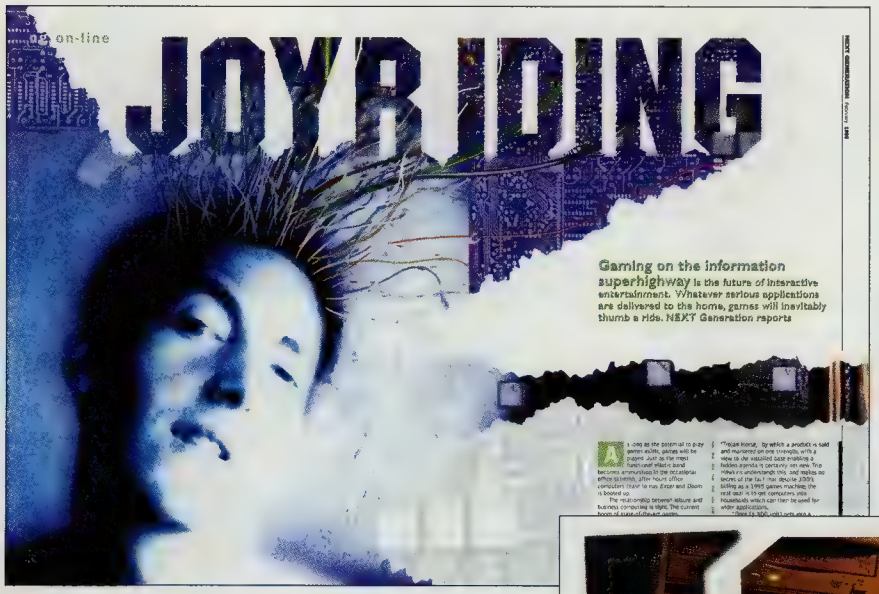


THRUSTMASTER®
(503)639-3200

* ThrustMaster's F-16 FLCS Required for the TQS to Function

Product Information Number 146

In 1995 games will



Imagine a magazine...

...specially created for a new generation of hardware and software...



...exclusively written for sophisticated game players...

...daringly designed to look and feel like no other magazine...

...delivered right to your door each month.

NEXT GENERATION

Call **1.800.706.9500** or **NGSUBS@aol.com**

today for a **free issue** and Trial Subscription

Only **$29.00** for 12 issues!

5TKD9

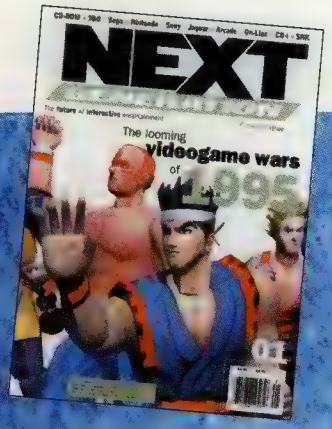
change forever

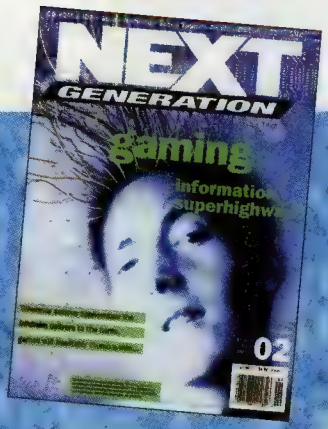




Save over 50%

magazines already have









STRATEGY CENTRAL

SOLUTIONS • TECHNIQUES • QUICK TIPS

We feel as though we've taken an extended tour of the outer reaches of space this month, as Strategy Central searches for the answers to some of our favorite sci-fi games. But it was all worth it. Here we go, then, with the first-person shooter *Dark Forces*, the mind-bending puzzles of *BioForge*, and some of those *Descent* cheats you've all been asking for.

Write to us at:

PC GAMER

1350 Old Bayshore Hwy., Suite 210, Burlingame, CA 94010
or e-mail:
peeceegee@aol.com
74431,3433@compuserve.com
djee52a@prodigy.com

Dark Forces

Helpful tips when The Force ain't enough!

The security surrounding the Emperor's deadly plans to crush the Rebellion is pretty imposing, and we've heard that more than a few mercenary agents have lost their lives to overwhelming Imperial forces. Fortunately, we intercepted some top-secret Imperial codes, and put together a guided tour through the toughest missions in LucasArts' action-packed *Dark Forces*.



In the muck of the first sewer passage you'll come face to face with a lot of these nasty critters, but they're not too aggressive. So if you want to keep your blaster maxed out, just keep your distance and stay moving.

The Sewers

Setting down on this disgusting little rock is enough to turn even the most hardened agent green, but with the fate of the entire Rebellion at stake you'll just have to grit your teeth and bear it.

Judging by the mission briefing, you'd think this one would be a cake-walk; just find the scientist, and bring him in for questioning. But nothing's ever as easy as you're led to believe in the briefings. In order to find Moff Rebus, you'll have to slosh your way through rivers of Imperial sewage — most of the time in the dark.

The first thing to do is locate the controls to the sewer gates in the annex near the landing pad (it's the door guarded by the Imperial probe droid). Once you've found the switches, travel through each gate and be on the lookout for any rooms branching off the main passages; there's a control switch in each of the four sewer passages that raises or lowers the level of the central spillway. There's a large opening at the top of the central spillway, and that's where you have to eventually go.



The floating platform is a one-way ticket to the Detention Center, but just remember there's at least one guard coming across with it!

To get there, travel through each of the four passageways and flip the switches in order (1-4), then head back to the second passage and get back in the muck to enter the now-accessible opening in the central spillway. This will lead you to a large chamber, where you'll have to jump your way from pillar to pillar in order to reach the catwalk on the left side.

Travel around the catwalk on the left side of the pool, and watch for the Gran guards when you reach the opening. Take 'em out with your choice of weapon then jump across the chasm.

Moff Rebus is waiting ahead, but you'll need to find the narrow staircase located at the left wall of the next room. Take out the interrogation droids, and move in to capture Rebus.

Detention Center

Rescue operations for the Rebellion are always tricky, and this one puts you up against some very strong Imperial opposition. After all, they've captured the Rebel spy General Madine and placed him in top-security isolation; it just figures they won't be willing to give him up without a fight.

When you first land at the Detention Center, make your way toward the controls that operate the floating security platform. Once aboard this platform, aim your gun at the guards in the left tower and watch for the door trigger. Shoot the trigger, and take a quick jump through the double doors to get in the



You can find this designated smoking area on the first floor of the detention area. Just look for the small crack near the ceiling and use your thermal detonators to blow it open!

Detention Center itself.

You probably won't have any trouble making your way to the first elevator, and if you pay attention to the cracks in the walls you just might be able to score some extra weapons, health, and shield strength by blasting them open with either your thermal detonators, mortar launcher, or concussion rifle. And you'll find more than just goodies with your explosive exploits, because if you blast the first crack down in the dark hallway nearest the elevator, you'll gain access to a small shaft. The door doesn't seem to lead anywhere right at the moment, but this small passage is the real key to making your rescue attempt a success.

Now make your way through the detention levels, and find the red key and three code keys. None of the keys are hidden, so simple exploration (and blasting those darn Imperial soldiers) should net you all the keys you need.

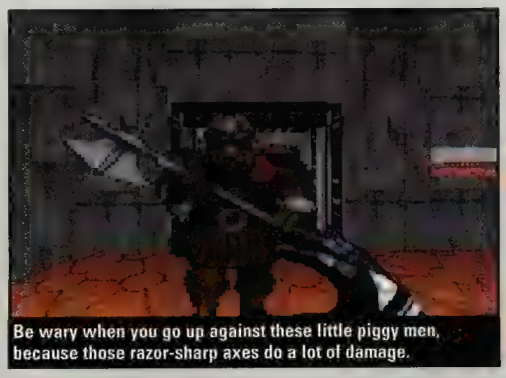
Once you've got the keys, take the second elevator all the way to the bottom, get out, and use the outer control panel to stop the elevator on the *next floor up* (you can judge this by watching the lights on the elevator panel).

Now hop in the first elevator, and take it straight up to the top, up where the air is fresh and clean. Then get out, and send it to the *next floor down* and stop it there. See, now you've lined the elevator cars up, and that's vital if you're to complete the next few steps.

Enter the nearby ventilation passage, or use the red key and open the small door; Both leads to the elevator shaft. Once inside the shaft (can you dig it?), go through the small door, then through the connecting conduit to the second elevator shaft. Jump to the small door in the second elevator shaft to reveal a ventilation passage to the garbage crusher.

In the crusher, get on top of the right-hand crusher and jump across the pool to the other side (pay close attention to the rise and fall of the main crusher). Then jump back across to the exposed far side, and you should see a small door. Hop over to it, and go on through it.

Once inside this room, you can trigger a landmine that will blow open the wall and give you access to the top security detention cells. Finding Madine isn't much of a problem from here — just use the codes you got from the Imperial officers on the lock and that should do it.



Be wary when you go up against these little piggy men, because those razor-sharp axes do a lot of damage.

Jabba's Ship

The toughest part of escaping from Jabba's ship comes right at the start, after being thrown into a pit with nothing but your fists to defend you against a deadly Kell dragon. The only way out of the pit is to kill the dragon. But if you've managed this mighty feat and are still wondering what to do next, here's some help.

The first order of business is to enter the long hallway in the adjoining room, where you'll find a small switch. Flip the switch, then check the outer walls of the hallway and you should see a narrow ledge that's just low enough for you to jump onto. Walk around this ledge, and you'll find the key to unlock the door at the end of the hall. Now you're well on your way to getting your gear back and locating the Nava card.

X-Wing CD-ROM

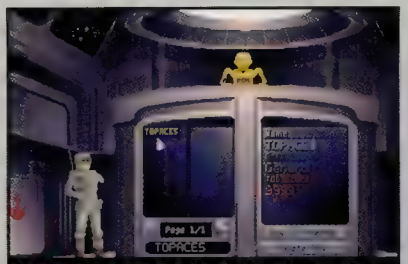
Dear Strategy Central,

I'm 58 years old, and I'm a flight simulator freak. I simply love this stuff. The problem is, my physical reflexes don't keep up with the twenty year old inside this wreck of a body that used to be me. I need all the help I can get, so when I buy a game, I look for "invulnerable, unlimited ammo, wimp mode, sissy, don't hurt me daddy, etc." It lets me enjoy the game and avoid the total frustration of accomplishing little or nothing before I inevitably get wiped out. Basically, I love cheats!

Now to my problem: I just bought the CD-ROM edition of *X-Wing*, and it seems you cannot advance through the missions unless you fly without the Vulnerable, Limited Ammo, and Starship Collision options toggled on. After five or six tries, I've been unable to get through the first mission. Is this hard or what? There just isn't enough ammo on board to do the job, and my wingmen fink out on me and take off. Anyway, if the first mission is any indication I'm going to need more help than just a simple walkthrough. So how about helping an old timer who simply refuses to be old — at least in his head?

Guy P. Chopskie
Stanchfield, MN

Sorry, Guy, but there aren't really any cheats for X-Wing CD-ROM *— although there is a way to end your suffering. By changing to the default Topaces pilot at the login screen and using the historical combat mode, you'll be able to play through any of the missions from the five Tours of Duty and set the invincibility, unlimited ammo and no starship collisions options without penalty. So jump into the thick of things and start turning back those waves of TIE fighters, interceptors, and bombers with confidence. Once you've got the hang of things, you can then take your experience in historical combat and try your hand at finishing the Tours of Duty for real.*



Getting the chance to fly all the missions in *X-Wing CD-ROM* edition with complete invulnerability is easy as choosing the Topace pilot at the login screen.

BioForge

How to make the most of three-finger living!

Having trouble finding friends among the Mondites? Can't seem to keep the main reactor from exploding? We've got the answers that make being a killer mutant on a desolate moon a joyous experience!



With the help of this nursebot, you'll be able to position the severed arm over the identification panel and open the control room door.

The Severed Arm

After using Cayman's fork to break open the access panel, and then solving the puzzle to unlock the big door, a lot of our readers found themselves stuck in the security control room with nowhere to go. So to help get Lex underway again, first check the monitors in the back of the room and turn off the shields to the empty cells. Now go to the cells and pick up all loose items. Take a look at the logbook you've found and read it carefully (it contains a code to reprogram the security code for the door), then go back to Cayman's cell and pick up the severed arm.

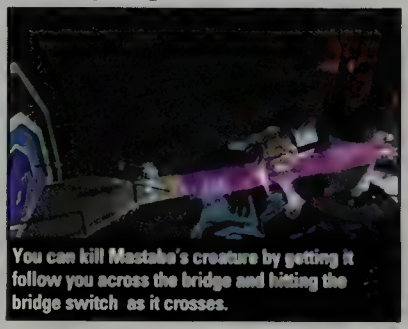
Head back to the security control room and try the panels at the main desk. Find the panel that controls the nursebot, and then pilot the nursebot into the control room and position it near the hand identification panel. Place the arm under the switch then maneuver the nursebot to pick it up. You'll need to position the arm over the ID panel (this may take some practice), then enter the code at the second panel on the desk. This will open the door.

Shutting Down the Reactor

While exploring the third level of the Mondites' complex, Lex will actually meet his maker, and end up being knocked unconscious in the operating room. When he regains consciousness, the first order of business is to shut down the reactor. Have Lex exit the room, take a left, and go out to the maintenance control room. You'll want to read the information on all the panels in this area, and you should find the controls to the forklift. Send the forklift to the reactor core and push the sentry robot off the platform. Then, duke it out with the guard.

Be sure and take the logbook from the dead guard and then step onto the odd looking platform at the left of the screen. You'll now be completely encased in a enviro-suit that will protect you from the intense radiation of the reactor.

Go to the reactor and quickly (very quickly) turn on the light bridge. There's no time to try and fight with Mastaba's diabolical creation (you won't be able to kill it anyway), so just run across the bridge and pull down one of the reactor levers, being careful not to make contact with the strange beast. Now run back across the bridge and wait for the creature to follow you. Turn the bridge off, then back on, and pull the second reactor lever. Now enter the code from the logbook at the control panel to turn the reactor off.



You can kill Mastaba's creature by getting it follow you across the bridge and hitting the bridge switch as it crosses.



By circling the robot and making a few well placed shots, you'll clear a path to the door.

Level Four

This one's caused a lot of you trouble, and we're more than happy to help out. Once you enter the dark hallway of the forth level, you're confronted by a somewhat slow but very persistent (and deadly) security bot, and you have no means of escape. You'll need to have your blaster ready, and take one quick shot as soon as you're able to control Lex. Start running around the security bot, taking quick shots at him whenever you get the chance; three direct hits should bring him down. Getting the airlock open can be just as challenging, but with a little patience it can be done. Make sure all the keys — except the center key — are lit, and that door's gonna swing wide.

The Alien Cube, and What it Does

When you've taken care of the reactor, go back to the maintenance control room and use the panels to the immediate left of the main door. Choose the Access Icarus option, and the floor will lower to reveal a hangar bay. Kill the guard in the hangar, then search the room carefully — there's a small alien cube laying near the ship that will help you on your journeys outside the complex. You can use the cube by tapping the spacebar to transport yourself across the stone blocks in the acid lake.



The ticking bomb looks like it's just the thing to open up that pesky containment door.

A Ticking Bomb

Once you've crossed the acid lake, you'll find yourself outside a demolished ship. Enter the ship and pick up the health kit. Don't use it, because you'll need it later; just pop it in your inventory.

Now position yourself in front of the bars, and the surviving marine should come out (you may need to move around a bit to find the right spot). You'll need to kill him, but you won't be able to use your blaster in this case, so prepare to take some damage in hand-to-hand combat.

Once you've succeeded in defeating him, take the device from his hand and use it to open the barred door. Use the panel just inside the door to access the missiles. Ready one missile, and use it to get the attention of the monster in the acid. When it moves into position near the damaged column, fire another to kill the creature.

Now comes the challenging part. Go outside the ship and pick up the bomb, and once it's armed don't bother watching the countdown because you'll be wasting precious seconds. Ready the alien cube and run (yes, run!) to the upper right corner of the screen. Use the cube to transport across the acid to the group of blocks (the bomb timer will come up periodically, so be ready to hit the escape key) and make your way up to the ledge access.

You'll need to plant the bomb (put the alien cube in inventory to avoid confusion) at the base of the containment door, then run out of the tunnel and clear of the blast.





An F/A-18E Hornet reports.

Hostile troops are on the move.

Your palms sweat.

By morning, they'll stake their claim.

Your heart beats faster.

The enemy is small and crude.



But they fight dirty.

You hold your breath.

Yes. They'll fight to the death.

Will it be theirs or yours?

NAVY STRIKE

TASK FORCE COMMAND

Today's ultimate military strategy thriller.

MICROPROSE

For IBM®-PC & Compatibles on 3.5" HD. 1-800-879-PLAY. http://www.microprose.com

Product Information Number 119

©1995 MicroProse Software, Inc. All rights reserved.



OUR NEW Intimate Possibilities CD-ROM IS SO HOT THEY WON'T LET US SHOW IT TO YOU.

Play Intimate Possibilities and participate in our 35 hot, intimate encounters! There are literally thousands of possible storylines with the exclusive company of 4 eager female hardbodies exposing 15 erotic tropical locations in this 2 1/2 hour VR Cinema™ interactive experience. We broke all the rules and defied most laws of physics in creating the most talked about game of 1995.

VENUS
INTERACTIVE CINEMA

1-800-714-7349

DISTRIBUTOR INQUIRIES WELCOME

Macintosh and Windows Hybrid CD-ROM

$59.95 2-Disc Set

Free!

The making of Intimate Possibilities bloopers video tape is absolutely free with every order. The hilarious, behind the scenes activities, foul-ups, bloops and blunders have been top secret and unavailable to the public...until now!

Quicktime and the Quicktime Logo are trademarks of Apple Computer, Inc. used under license.

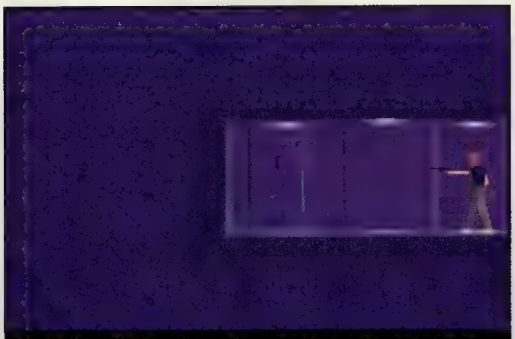
Product Information Number 153

Out of this World

We answer the silly questions, too.

Dear Strategy Central,

This may sound like a silly question since the game I'm writing about is over four years old, but I'm having trouble getting through the second scene in Interplay's *Out of this World*. I've managed to escape the cage by swinging back and forth, grabbed the gun, and even made it to the elevator, but now I'm hopelessly stuck. I've figured out that I need to blow down the door at the second level, but the guard inside always seems to kill me. Any tips?



After killing the guard, you'll want to fire a second shot at the wall to cut the power to the doors on the second level.

David Turnbill
Lafayette, LA

There's no such thing a silly question when you're stuck in a game. First, go to the lowest level and take out the guard (he's very quick, so be ready to shoot as soon as you enter the screen), then shoot again. You'll notice that the little blinking light has stopped flashing. Now go back up to the second level and blast open the door (hold down the space bar for 4 seconds). You'll need to hurry, though, because the guard is busy opening the triple doors as soon as you jump down. Run left through the level and you'll reach a door where more guards are busy trying to open a door. Wait until your cagemate opens a small passage, and jump down in it. Now you've completed the second section and have received a new passcode. Good luck with the rest of the game!

Descent

The definitive cheats!

Well, it didn't take long for *Descent* to pull in a legion of devoted fans with it's 360 degree movement and high voltage action. But we've heard from a few folks who find the demanding mines and host of powerful enemies a bit too much, so we've rounded up the complete cheats for this wild sci-fi roller coaster ride. They'll let you start dishing out damage with renewed confidence.

In order to get the most out of these cheats, you'll probably want to reconfigure your keyboard settings so you don't set off any bombs when you're typing (that deadly 'B' key) or move yourself into danger.

GABBAGABBAHEY — Cheats enabled!
SCOURGE — WowieZowie Weapons!
MITZI — All Keys!
RACERX — Invulnerability On/Off!
GUILE — Cloak On/Off!
TWILIGHT — Shields Recharged!
FARMERJOE — Warp to Which Level?
BUGGIN — Turbo mode; everything (including enemies) speeded up
BRUIN — Extra Life!
BIGRED — SuperWowieZowie Weapons! (includes ALL weapons)
FLASH — Shows the path to the exit
AHIMSA — Keeps enemy ships from firing

Strip Blackjack
The game that's played with a "stacked" deck!
IBM COMPATIBLE MAC
Product Information Number 138
Special $49.95
WARNING: These girls risk everything, so if you are offended by nudity, don't play this game!
Order Now! 800-653-CDROM MC/Visa • Ask about our other CD-Rom titles.
http://www.ibiznet.com/romeo.html
OEM
Olympus Entertainment (310)273-1866 · P.O. Box 17600 • Beverly Hills, CA 90209-3600

LETTERS

This month's crop of genuine, reader-crafted correspondence was a joy to read. We saw appeals to reason, pleas for help and advice, and the kind of understanding and comradery that marks The Eternal Bond of the Gamer. Keep it up, gang; you're the wind beneath our wings.

Oh, and we're looking for input on a new topic: What do you think of full-motion video in games?

So Let's Hear From You!

Write to:

PC Gamer Letters
1350 Old Bayshore Hwy.,
Suite 210, Burlingame, CA 94010

or e-mail to:

peeceegee@aol.com
74431,3433@compuserve.com
djee52a@prodigy.com

Beyond Pentium?

Dear PC Gamer,

I've noticed that the "recommend" box in your game review section is changing rapidly. A few issues ago, your recommendations included mostly 386s and slow 486s. Now, all I see are 486/66 MHz and even Pentiums. I recently purchased a NexGen/90MHz system, and was wondering when the Pentiums and the new P6 will take over the recommended box.



Intel's P6 chip won't be dubbed the King Daddy any time in the near future.

Sincerely,
Chris Blue
Wichita Falls, TX

Well, Chris, from all we've heard your fancy new NexGen chip should be a solid performer for you for quite some time. In fact, you'll probably be OK even when Pentiums become the standard recommended platform.

But P6? Well, Intel is already working on it, and it may be out by the end of the year. That doesn't mean it'll take over as the King Daddy game platform any time soon, though. We figure the Pentium, or 586-family chips, will reign for at least another year or two.

The Ratings Game: A Parent's Point of View

Dear PC Gamer,

You said you wanted to hear from parents about the rating of computer games. Well, here goes: I'm a single parent of three children. Due to the economic facts of life, we're living in a small apartment where we get to spend a lot of time together. This being the case, I appreciate the ratings on games. Although my children — who are five, four, and three years of age — don't play with the computer that often, they do watch me quite a bit. And the new rating system gives me an idea of whether or not I should start the game while they're awake.

I would also like to point out that it seems to me that many people who don't have children spend a lot of time informing me how to properly do the job. It's quite impossible to look at every little thing the children look at throughout the day, especially when I'm trying to feed, clothe and support them too. So I like the ratings, because they provide good information that I can use to base my decisions on. If I decide to use this information, I can make a better decision. But I also have the liberty to ignore the label, and just buy what ever looks good.

Sincerely,
Paul C. Lee
Martin, TN

Thanks for the input, Paul. It's good to know that the ratings are doing their job — not by limiting what people buy, but by making them better-informed consumers.

F8: Solution, or Enabler?

Dear PC Gamer,

Like many of your readers, I have suffered never-ending frustration over all the different memory configurations needed to play today's newest titles (what a tough life, huh?). What I really can't get are why some games, like *Doom* and any of the excellent LucasArts titles, seem to be very forgiving of memory set-ups, while others, like *Wing Commander III*, *Quarantine*, and *NASCAR Racing*, need their own specialized set-ups. It sure would make my life easier if these guys would design all their games the same way.

I've found one way of working around this mess which I haven't heard mentioned in any of your fine articles about memory management in these pre-historic pre-Windows 95 days, and that is to hit the F8 key while booting DOS version 6.2. This allows you to step through config.sys and autoexec.bat line by line, confirming only the drivers needed to give you the perfect memory configuration for any given game.

I think the F8 key is the greatest thing since sliced bread (or at least since *Civilization*). The most beautiful thing is that I no longer have to scramble through that huge messy stack of keyboard command reference cards and empty CD jewel-boxes (just where did all those CDs get to anyway?) looking for that elusive boot disk.

Thanks for the great mag, and keep up the good work! You've got a subscriber for life — or at least 'til my wife fire-bombs my PC and cancels my subscription.

Sincerely,
Mike Forehand
Wilmington, DE
via AOL

We cut out the long paragraph where Mike demonstrated his intimate knowledge of a number of games and their boot-up requirements, then mentioned he didn't have a job and that his wife often pleads with him to quit screwing around and find work. It painted a graphic portrait of addiction, and we were concerned it may hit too close to home for some readers.

Anyway, thanks for the tips, Mike. You're right; the old F8 key is probably the most powerful memory-management tool.

The Hitchhiker's Guide to Discworld

Dear People at PCG,

I'm an avid reader of both Douglas Adams and Terry Pratchett. I have read all of Douglas Adams books and about half of Mr. Pratchett's book. I feel that I am obliged to correct you when you said that "Mr. Pratchett is the closest thing to a Python-esque novel-

ist." He *is* close, but Mr. Adams is *the* Monty Python-esque novelist. In fact, he used to write for the Monty Python radio show.

Anyway, great magazine, and I'm looking forward to getting *Discworld*.

Thanks for listening,
Foreboding
via AOL

Well, you've obviously done your homework. But we think the only way to settle this thing to everyone's satisfaction is to throw Pratchett and Adams into the old squared circle, and let 'em slug it out. Perhaps John Cleese could referee the bout...

Oh, my...

Dear PC Gamer,

I plead to you for help. You see, I used to keep my seamonkeys right next to my computer. But then one day, I came in and found that my seamonkeys' testes had grown to unbelievable proportions! Is this my computers fault? I have a Compudyne 486/DX4 100MHz. *Please Respond*. This is really starting to bother me...Does my overdrive chip emit some sort of radiation? If it does, can I get a refund? Thank you for your time.

Sincerely,
Brian Harbaugh
via AOL

We're sorry to hear about your pets, Brian. Very sorry. More sorry than you'll ever know. As a matter of fact, we wish we hadn't heard anything about it.

As for your machine, we're certain there's nothing wrong with it. You may have to look somewhere else — perhaps deep within yourself — for the cause of these problems.

The WAD Patrol

Dear PC Gamer,

I just read the May PCG. Great issue. Lots of reviews, good editorial, etc. The *Doom* article was great, but I'm sure that tons of people will send you a letter saying that you forgot this or that WAD. This is one of those letters.

I'm shocked that you didn't include the WAD *D9-2* by Mal Blackwell. This is absolutely the best wad available for net/modem play. This WAD has seven — count'em, seven — levels, all designed specifically for Deathmatch. Here's a short list of what I like about this WAD:

- Good weapons balance
- No single player can end the level
- Every room has 2 or more ways in or out
- Large rooms and an intelligent layout

This WAD is simply the best wad ever produced, bar none. I hope you'll try it out, and then let everyone know how great it is.

Sincerely,
Ted Wartin
St. Peters, MO

Thanks for the information about that WAD, Ted. And as for letting everyone know how good it is, sounds to us like you just did a pretty good job of that yourself! We'll be happy to second your opinion, though.

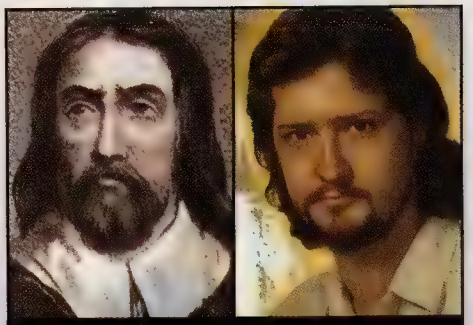
The Secret Past of T. Liam McDonald

Dear PC Gamer,

I was just reading Vol. 2 No. 5 of *PC Gamer* magazine. In particular, I was looking at the picture of T. Liam McDonald on page 117.

I was just wondering if Mr. McDonald modeled for the advertisement on page 116 for *Sid Meier's Colonization*? He looks amazingly like that man. Coincidence or Relative?

Sincerely,
Marlo Casabar
Allen, TX

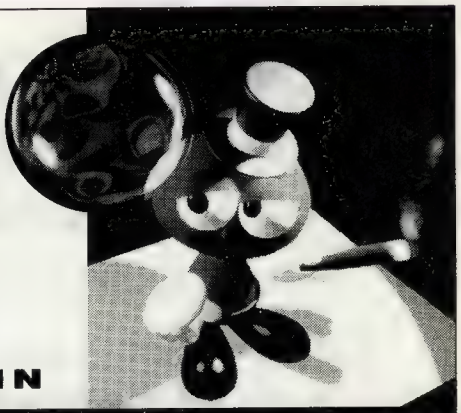


No, you're not seeing double. That's columnist T. Liam McDonald on the right, with a character from the *Colonization* ad on the left. Striking resemblance, huh?

As far as we knew, T. Liam McDonald had no official connection with Sid Meier's Colonization. *But we too noticed the likeness, and grilled our columnist until he broke down and told us the truth: "I thought those pictures had been destroyed! It happened when I was at Berkeley in '68 — you know, peace, love, dope. Some friends and I donned old-world garb and posed for an 'art' photographer. He told us we'd be helping to spread a message of hope or something...ah, hell, I know it was stupid. I just hope MicroProse doesn't use the ones where I'm naked!"*

PCG

CREATE



YOUR CAREER IN

COMPUTER ANIMATION

COMPUTER AIDED DESIGN · ANIMATION TECHNOLOGY · ELECTRONIC IMAGING

- Two-year comprehensive program
- Housing
- Employment assistance
- Financial aid to those who qualify
- Call for information or to arrange your visit
- Inquire about video, commercial art and other career preparation

CALL TODAY! CLASSES START OCT 2

(800) 275-2470

THE ART INSTITUTE OF PITTSBURGH
526 PENN AVENUE, PITTSBURGH, PA 15222-3269

Product Information Number 87

The Lost Collection of id

Attention DOOM™ fans!

10 GAMES $39.95

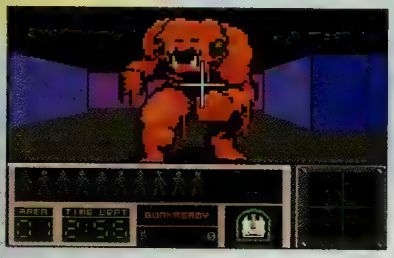
Before writing DOOM, the id Software guys warmed up by creating ten EGA games for Softdisk Publishing. Now you can own the entire collection for only $39.95. This collection is only available through Softdisk Publishing and is not sold in stores. All programs are full versions (not shareware). Just look at what you get...

3-D Games
- Hovertank (pictured)
- Catacomb 3-D

Top-Down Game
- The Catacomb

Side Scrollers
- Keen Dreams
- Shadow Knights
- Slordax
- Dangerous Dave in the Haunted Mansion

Puzzle Games
- Tiles of the Dragon
- Rescue Rover I
- Rescue Rover II



ORDER NOW TOLL FREE!

1-800-831-2694

or Send a check or money order to:
Softdisk Publishing • Offer # LID065
606 Common Street • Shreveport, LA 71101
Allow 2-3 weeks for delivery! FREE shipping!

All games require a 286 PC, 2 MB RAM, EGA or better graphics, and DOS 3.3.
Doom is a trademark of id Software.

Product Information Number 142

ATTENTION FLIGHT SIM FANS:
TAKE CONTROL OF YOUR GAMES WITH THE

GAME TAMER™



ARE YOU TIRED OF MISSING THE SHOT BECAUSE YOU COULDN'T FIND THE WEAPONS KEY OR THROTTLE CONTROL?

DO YOU STILL LIKE SOME GAMES' CONTROLS ARE JUST TOO HARD TO MEMORIZE?

WITH THE GAME TAMER YOU CAN START ENJOYING YOUR GAMES FASTER BECAUSE YOU ONLY SEE THE KEYS YOU NEED AND EACH KEY IS LABELED.

CUSTOM OVERLAY FOR ANY PC GAME
ONLY $5.95



GAME TAMER
ONLY $19.95



- CONVERTS YOUR KEYBOARD INTO A CUSTOM CONTROL PANEL FOR EACH GAME
- FITS RIGHT OVER YOUR STANDARD 101 KEY KEYBOARD
- CUSTOM OVERLAYS AVAILABLE FOR ANY PC GAME
- COMES WITH ONE UNIVERSAL OVERLAY THAT CAN BE CUSTOMIZED FOR USE WITH ANY GAME

GAME TAMERS

TO ORDER, CALL 1-800-337-6577

GAME TAMER (GT600R)$19.95 EACH
CUSTOM OVERLAY (C15X)$5.95 EACH
(For any PC game)
UNIVERSAL OVERLAY (T01S).....$3.99 EACH
(Can be customized for any game)

Additional shipping charge of $4.95 for each order
California residents add 7.75% sales tax

GAME TAMERS™
P.O. BOX 51207
RIVERSIDE, CA 92517

Product Information Number 151

WANT TO PLAY THE LATEST GAMES?

How about make some CASH?

How about ***BOTH?***

CALL BARE BONES!
1-800-638-1123

Sell us your used software, then pick up the latest games at great prices!

Call with list of your software for fast quotes. Prompt payment. NO WAITING!

Bare Bones Software

Call for free used software listing. Ask about latest ADULT CD's!
(over 21, please)

3060 East Rt 60 Hurricane, WV 25526

Product Information Number 88

SSI's Classic IBM Wargames For Only $15!!			WCS II: Tanks! Scenarios $15	
Battles of Napoleon	Gettysburg	B-24	#1 East. Front	#9 N. Africa
Battle of Antietam	Rebel Charge	Warship	#2 France '40	#10 Remagen
Shiloh: Grant's Trial	Kampfgruppe	Star Command	#3 Utah/Omaha	#11 France '44
Conflict: Middle East	Mech Brigade	Stellar Crusade	#4 Gold/Juno	#12 73 Israeli
Wargame Constr. Set	Second Front	Red Lightning	#6 Desert Storm	#14 N. Africa
Storm Across Europe	Western Front	Sons Liberty	#7 Sicily	#15 Vietnam

Battles of Napoleon Scenario Disks: #1-6: $10 Each $7 ARW: $25 #8-9: $15 Each

$39 WCS II: Tanks!	$12 Carrier Strike	$39 Panzer General	$42 Tigers on Prowl
$12 War in Russia	$12 Pacific War	$39 Award Win Bundle	$42 Stalingrad

Wargame Construction Set II: Tanks! has won Strategy Plus' Wargame of the Year! It has an editor to build your own battles with 1300 platoon-sized units from 1918-1990's. Novastar and Norm Koger continue to support new versions of the game (v. 1.27) with many new rules and have developed a Modem Database with 350 units/150 nations!

Add $4.50 Shipping. CA add 7.25% tax.
Hours: 8:00 am to 5:00 pm PST M-F
Accept Visa, M/C, Checks, Money Orders

Novastar Game Co.
PO Box 1813, Rocklin CA 95677
(916) 624-7113

Product Information Number 131

The PC GAMER MARKETPLACE

The Affordable and Effective Way to Sell Your Product to the Growing Computer Game Market!

Call Emily Wilson at:
(415) 696-1688
Ext. 163

Experience the $ High Return of the $ Low Budget Feature Film Phenomenon.

Join forces with a national film, video & animation company that turned 60 thousand into 6 million in 3 years while producing 250 national TV shows. Our project, a movie with puppets, animation & live action, has unlimited $$$ in merchandising potential. Serious inquiries only. Must be immediately liquid for $15,000 to receive our package & track record.

(800) 763-3749

Product Information Number 89



Dream Machine



Space Sirens



Penthouse Select-A-Pet

adult CD interactive

Your Complete Source for Interactive CD-ROM Entertainment!!

Adventures of Seymore Butts
After Midnight
All Beauties
Amateur Models
Amateur Models 2
American Girls
American Girls 2
Asian Palate
Bikini Open, Vol. 1
Bikini Open, Vol. 2
Blonde Bombshells
Critical Path
Cyber-Peep
Digital Dancing
Dirty Debutantes
Divorce Law
Donatelli Portfolios
Dream Machine
Enchantress 1
Endless Beach Babes
Girlfriend Teri
Heidi's Girls X
Hell Cab
House of Sleeping Beauties
Kama Sutra
Lady in Spain
Leisure Suit Larry 6
Maddams Family
Man Enough
Midnight Stranger
Myst
Naked Dragon
NeuroDancer
Nightwatch II
Penthouse Virtual Photo Shoot 1
Penthouse Virtual Photo Shoot 2
Penthouse Virtual Photo Shoot 3
Racquel Released
Scissors N Stones
Secrets Interactive
Select A Pet
Space Sirens
Spy Club
Strip Poker Professional
Sweet Dreams
Swimsuit CD
Swimsuit CD, Best of
Swimsuit CD, Vol. 2
Texas Table Dance
Vampire's Kiss
Velvet Dreams
Virtual Valerie
Virtual Vixens
Winner Take All

Many Other Titles Available!

order your FREE catalog today!

1-800-321-6830

Interactive Impressions • PO Box 241296 • Omaha, NE • 68124-5296

Product Information Number 116

Get Your Back Issues Now!

To understand what's ahead, you need to know what's come before. Order *PC Gamer* back issues with interactive demos for only $5.95 with floppy demo or $9.95 with CD-ROM!

We've received hundreds of phone calls, letters, and e-mails requesting back issues — and now they're finally here! Now you can pick up the issues you want — with your choice of floppy disk or CD-ROM disc! Many of our first issues are already collector's items, so don't miss this chance to complete your collection. (Sorry, our first issue, "The Future is Here," is sold out.)

Ordering couldn't be much easier. Just send check, money order, or your VISA, Master Card, or American Express card number (with the expiration date) to:

PC Gamer Back Issues
1350 Old Bayshore Highway, Suite 210
Burlingame, CA 94010

Allow 2-4 weeks for delivery. Specify issue(s).



Vol. 1, No. 2 (July 1994)
"Eat lead, Fritz!"
• On the floppy disk: *Pinball Fantasies* and *Sink or Swim*



Vol. 1, No. 3 (August 1994)
"The Top 40 Games of All Time"
• On the floppy disk: *Detroit*



Vol. 1, No. 4 (September 1994)
"The Year of the PC"
• On the floppy disk: *CyClones*



Vol. 1, No. 5 (October 1994)
"Dark Forces"
• On the floppy disk: *Master of Magic*



Vol. 1, No. 6 (November 1994)
"Cyberia"
• On the floppy disk: *Blackthorne*



Vol. 1, No. 7 (December 1995)
"Wing Commander III"
• On the floppy disk: *Star Crusader*
• Featured on the CD-ROM: *Wing Commander III*



Vol. 2, No. 1 (January 1995)
"Transport Tycoon"
• On the floppy disk: *Transport Tycoon*
• Featured on the CD-ROM: *Transport Tycoon*



Vol. 2, No. 2 (February 1995)
"Is Beauty Enough"
• On the disk: *Cannon Fodder*
• Featured on the CD-ROM: *Cannon Fodder*



Vol. 2, No. 3 (March 1995)
"Aliens"
• On the disk: *The Incredible Machine 2*
• Featured on the CD-ROM: *Dark Forces*

PC GAMER • The World's Best-Selling PC and CD-ROM Games Magazine •

Next Time in PC Gamer...

We're especially excited about next month's issue, and the important changes in the wind. Stay tuned for...

Vol. 2 No. 8 Goes On Sale July 18 Don't Miss It!



True or False: According to theory, Windows 95 will even configure your hardware for you...

Windows 95: Microsoft's Gift to Gaming

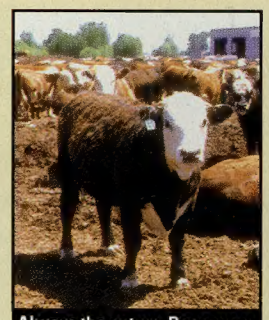
You're gonna be hearing a lot about Windows 95 this year, as the mega-corporation that is Microsoft makes its big push to secure a reputation for gamer-friendliness. And in truth, it does look like Win95 has the potential to make gaming easier, faster, and more exciting than ever. But can this new OS *deliver* on that promise?

The First Annual PC Gamer Readers' Choice Awards

All the entries are in, the votes have been tabulated, and the computer gaming industry is abuzz with speculation, and the need to know. It's getting to where we can't go to Burger King without being asked "Who took top honors?" Well, the wait is almost over. We'll tell all, next month...

Summer is for Tradeshows...

...and we'll be in Los Angeles for the Electrical Entertainment Exhibit — or E.E.E., as it's known in The Industry. It's gonna be this summer's official gathering place for PC game publishers eager to show off their fall lineups, and we'll be there to bring you all the news you can use.



Always the cut-up, Dean mugs for the camera during his first tradeshow experience.

How about some Reviews?

We'll bring you...

Tank Commander
Blood Bowl
Dip-and-Twiddle
Iron Assault
Full Throttle
Baldies

...and more!



Iron Assault — just one of the fun-filled reviews we'll bring you...

Don't order yet! There's more!

We're prepared to toss in — absolutely *free of charge* — a complete, 100% new Eyewitness. We'll *give you* page after page of Scoops!. And if you like succulent Strategy Central or our world-famous Columns, you won't want to miss this offer! Sound good? Then

Don't miss next month's PC Gamer!

PC GAMER

July 1995

EDITOR, Matthew A. Firme
ART DIRECTOR, S. Carol Ellison
MANAGING EDITOR, Lisa M. Howie
DISK EDITOR, Joe Novicki
REVIEWS EDITOR, Dan Bennett
SENIOR WRITER, William R. Trotter
ASSISTANT ART DIRECTOR, Dean H. Renninger
ASSISTANT DISK EDITOR, Todd Vaughn

CONTRIBUTING EDITORS:
Heidi Aycock, Lee Buchanan, T. Liam McDonald, Gary Meredith, Mark Pitcavage, Steve Poole, Tim Victor, Trent Ward, Scott Wolf

IMAGINE PUBLISHING, INC.
EDITORIAL, ART, PRODUCTION, MARKETING
1350 Old Bayshore Hwy., Suite 210, Burlingame, CA 94010
Phone: (415) 696-1688
Fax: (415) 696-1678

PRODUCTION DIRECTOR, Richard Lesovoy
MARKETING COORDINATOR, Mary Keeney
PRODUCTION COORDINATOR, Ken Brandow

NATIONAL ADVERTISING SALES OFFICE, SALES AND CIRCULATION, MANAGEMENT
1350 Old Bayshore Hwy., Suite 210, Burlingame, CA 94010
Phone: (415) 696-1688
Fax: (415) 696-1678

PUBLISHER, Gini Talmadge
REGIONAL ADVERTISING MANAGERS, Caroline Simpson-Bint, Rick Vandervoorn
ACCOUNT EXECUTIVE, Robin Rosales
MARKETPLACE ACCOUNT MANAGER, Emily Wilson

SUBSCRIPTIONS DIRECTOR, Gail Egbert
DIRECTOR OF CIRCULATION, Maryanne Napoli

Please send all advertising materials to Ken Brandow, Production Coordinator, *PC Gamer*, 1350 Old Bayshore Hwy., Suite 210, Burlingame, CA 94010.

IMAGINE PUBLISHING, INC. - CORPORATE
PRESIDENT, Chris Anderson
VP/FINANCE & CFO, Tom Valentino

BPA INTERNATIONAL

Chip Elko and General Nat "War Monkey" Henderson gasped in silent horror as they eyed the *thumbs* sticking out of Pip's forehead!

The creature also seemed stunned, even as it rubbed Pip's new appendages with the nubs on it's own gnarled head. And for the first time, the paralysis ray lost its power.

The General snapped to action, grabbing a wrench from Pip's tool belt and smashing the creature's nubs. "I found its weakness" he cried as the creature fell with a heavy thud.

Ever heroic, Chip knew it was time to bolt. "Quick" he said, "follow me!" He ran down a dark corridor toward a strange door. No one followed.

The General was yelling something about "having 'em on the run," and had disappeared down another corridor, wrench in hand. And Pip, rubbing his thumbless hands over his thumby forehead, began to sob.

"The fools!" Chip thought as he tugged on the door. A great flash of light burst through the doorway, blinding him; when he opened his eyes, he was standing in Times Square.

He didn't know how he'd ended up here. He wasn't even sure what time, or year, it was. As he looked up at the huge billboard in the middle of the square, his mouth fell open. He was now even more dumbfounded.

It was the General, with that wrench in his hand. Beneath was the slogan "War Monkey's — where Conqueror's change their oil!" There were thumbs sticking out of Henderson's head.

CONTINUED NEXT MONTH!

MORE BANGS! FOR YOUR BUCK

Gravis UltraSound ACE™

(Audio Card Enhancer)

"... low price, and solid performance" ★★★★★
-Multimedia World, May '95



BANGS like you've never heard before with UltraSound ACE's CD-quality sound. UltraSound ACE is an add-in card that upgrades any FM or Sound Blaster™ card to stereo wavetable sound. For a price that's hard to beat, you get dynamic music and digital sound effects with most current games and total compatibility with every game and application you already own.

only $99.95*

Gravis Firebird™

Programmable Flight & Game Controller



"Overall 90%"
-Computer Game Review, May '95

More BANGS, bombs, and bullets with the Firebird's 17 programmable buttons. Ready-to-play settings included for today's hot games. More control than you've ever had before without touching your keyboard. Firebird works with every PC game that supports a joystick.

only $69.95*

Call Now to Order!
1-800-679-0024

Purchase BOTH Firebird and UltraSound ACE, and we'll throw in a game* that's making a BIG BANG at the top of the charts—your choice of **Descent™ Destination Saturn**, **DOOM II™**, or **US Navy Fighters™**.

** Applies only to purchases direct form Gravis. Retail policy and price may vary.*
All brands or products names are trademarks owned by their respective companies.

GRAVIS™
PLAY TO WIN

Advanced Gravis Computer Technology Ltd. 1790 Midway Lane, Bellingham, WA, USA 98226

Product Information Number 85

BIOFORGE™

YOU ARE WHAT THEY MADE YOU...

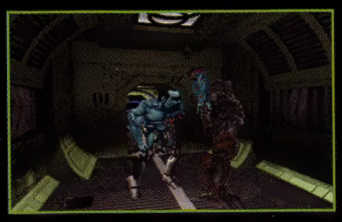
Make them regret it!

Stripped of memory and enhanced with both human and alien technology, you were to be the perfect warrior.

Make your break for freedom as the star of ORIGIN's latest Interactive Movie. Lifelike animation of your character — whose *every* move you control — intriguing puzzles and truly interactive environments create a ground-breaking adventure.
See for yourself.









Actual screens may vary. © 1995 ORIGIN Systems, Inc. BioForge and Origin Interactive Movie are trademarks of ORIGIN Systems, Inc. Origin is a registered trademark of ORIGIN Systems, Inc.

CD ROM

ORIGIN Interactive Movie

Product Information Number 133

PC GAMER July 1995 Vol. 2, No. 7